William Kwan (Order #50451067)

The Black Atlas

The World of Black Tokyo

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Contact me for any errata, or with questions or comments.

Fully Compatible with the PFRPG.

Requires the D20 Modern Core Rulebook, Published by Wizards of the Coast

Dedicated to Kevin Crawford, one of the luminaries of the OSR movement, who showed me how fun a chart-based sandbox campaign world can be, and whose generous art donations have prettied up several of my books and allowed other small press RPG designers to publish their first works.

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The Black Atlas reprints and exponentially expands the adventurer's atlas of Black Japan presented in *Black Tokyo's Unlimited Edition.* The shadows are longer, and the threats they conceal are greater. The Black Atlas describes an alternate Japan built for adults-only modern magic, investigatory horror and suspense campaigns. The Black Atlas draws equally on traditional Japanese folklore, modern social satire and horror hentai and guro to create a unique, dangerous and disturbing world. Step into the blackness and explore this warped reflection of the world…

The Black Atlas presents a fictional Japan huge enough for an endless variety of campaign styles. If you want romantic comedy and ecchi harem action, there are plenty of date spots in Akihabara to enjoy. Like the *Strike Witches* anime and want to run a campaign in Black Japan's clear blue skies? Visit Misawa Air Base in Amori Prefecture and take to the skies with the Assault Witches. Planning on running an ero-guro cannibal fetish campaign? Mie Prefecture and some spots in Tokyo have all the fleshy gore you can ever desire. Want more traditional cyberpunk action? Shinjuku, Chiba and Maebashi are high-tech, high-adventure hotspots. There's parts of Black Japan where the Yakuza are the only law, other places that are surreal post-apocalyptic wastelands, and occasional pockets of folkloric myth or hidden caches of ultra-technology even in the most outwardly ordinary cities and towns.

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The Basis of Black

So, what is Black Tokyo?

At its simplest, Black Tokyo is a **sandbox horror campaign** setting based in a fictionalized version of Japan inspired by **hentai anime** and the weirdest, creepiest bits of the nation's real **mythology**. It's a **grim and violent** setting with an extremely **high magic level**, but the world also accommodates **high tech heroes** like cyborgs and power armor pilots.

It's a gore-soaked nightmare world in desperate need of heroes. Evil is firmly in control of the *Black Tokyo Campaign Setting.* Among the worst adversaries in the campaign:

- ***The Amakaze*** – a secret conspiracy of undead uber-capitalists, who are the real power behind the power in Japanese politics and the global economy.

- ***Taru Tsuyoi*** – a sadistic, superhumanly strong serial rapist and master of the Rape Pure Tournament, a fighting circuit that's an extremely dark parody of modern fighting games like *Tekken* or *Mortal Kombat*.

- ***Project GILGAMESH*** – an international military conspiracy that salvages alien and demonic technology to create gigantic, demonic mecha of its own.

- ***The Abyss*** – a race of enigmatic aliens that take geometric forms and rule Black Japan's skies.

Very few of Black Japan's inhabitants have the courage to stand against these nightmares.

Your heroes are among them…. for as long as they live.

OTHER BOOKS

The Black Tokyo campaign line consists of this guide as well as four other core works. There are lots of earlier books, but in most cases their content found its way into one of these five core texts. All these products are available through www.drivethrurpg.com.

Neon in the Dark (2017)
Neon in the Dark is the player's guide to the *Black Tokyo Campaign Setting*. Every one of the strange races of the setting, from cunning Kitsune to the lowly Akaname, and even more are provided with a full racial write up and lots of optional extras.

Every feat, trait and perverse power you can imagine is available to Black Tokyo's heroes, not to mention cultural templates that can be added to any character.

Enchantments of Black Tokyo Revised Edition (2018)
This massive sourcebook includes every spell, magic item, enchanted weapon and artifact ever produced for the *Black Tokyo Campaign Setting*. It's the definitive guide to magic for the world…. And its every bit as weird as you think!

Black Bestiary (2015)
Black Bestiary Volume II (2016)
These weighty monster manuals fully describe the monsters, oni and dark gods mentioned throughout the Black Atlas. Major setting villains like the Dofuku, Taru Tsuyoi, Dr. Momonjii and the Ubume Empress are found within, along with common threats like Gaki, Gurofiends, TBMS executioners and pathetic oni of every description.

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EYE OF THE STORM: BLACK TOKYO'S FOCUS

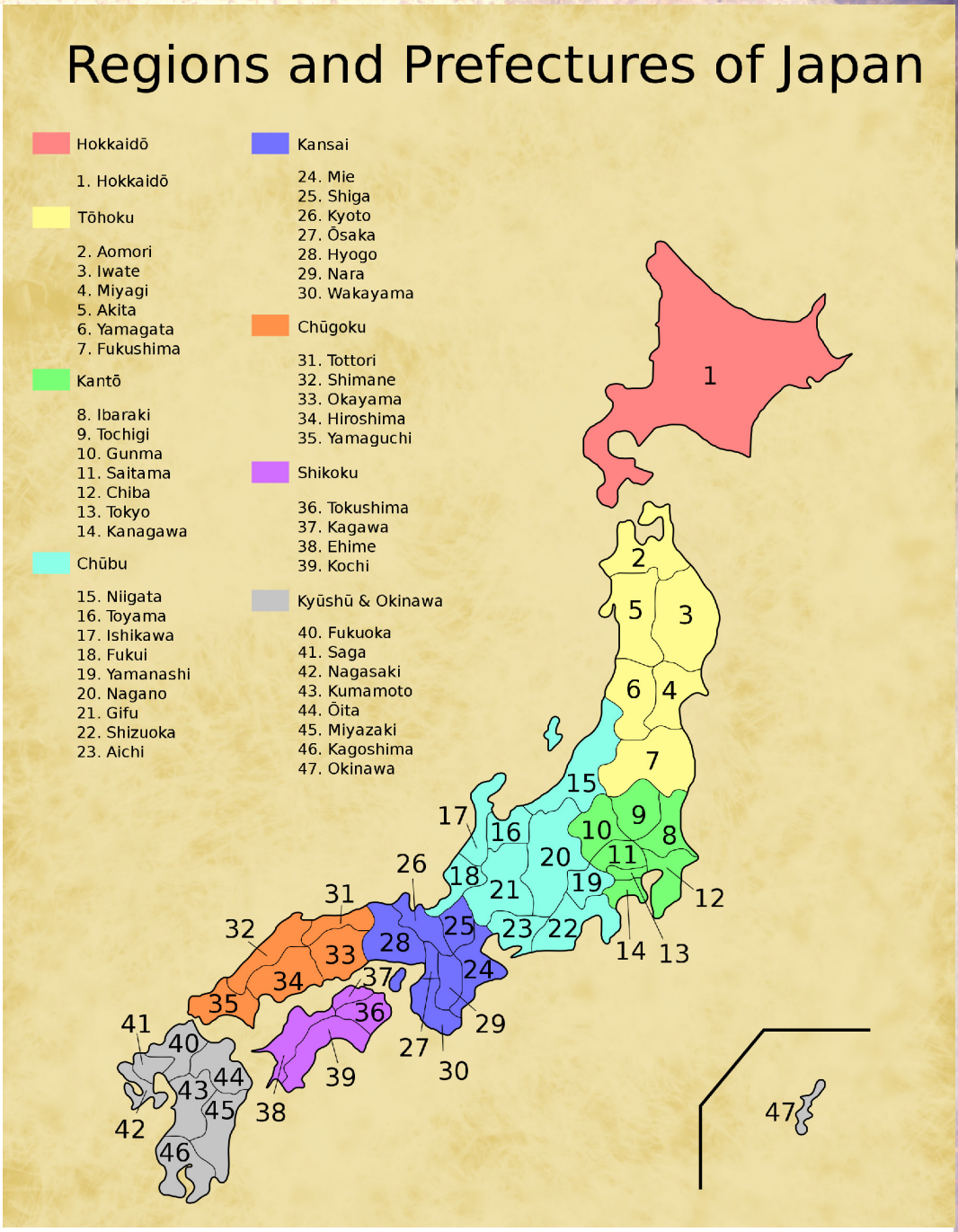
Black Tokyo is centered around a distorted reflection of modern day Japan, with a good majority of the campaign's action focused on the city that gives the setting its name: Tokyo, in the shadow of Mt. Fuji. While you'll find occasional references to events in China, Korea, Russia or even distant and dying America, most storylines play out completely within the Japanese archipelago.

Players wishing to create non-Japanese heroes can do so but they will be visitors to Black Japan: adventurous ex-pats, American military or police officers shipped to Japan for duty or specialized training, clever foreign exchange students, illegal immigrants from the Philippines or foreign demon hunters, arriving on the red-eye from Beijing.

What is the world like beyond Black Japan's territorial waters?

Worse.

The monsters of Black Japan have a long reach, and other nations have their own mythic horrors to contend with. Future sourcebooks may explore the world beyond Black Japan in more depth, but the campaign's focus will always be specifically Japanese.



THE WORLD OF BLACK TOKYO

There are two Japans.

Maybe more. There is comfortingly strange, exotic and familiar Japan, the Japan that's a member of the G-8. The Japan that is a financial and cultural powerhouse; the Japan that exports high end electronics and anime culture. The Japan of bullet trains, a planned space port in Tokyo bay, the Japan that anxiously watches the Princess Aiko grow into a young woman. The real, 21st century Japan.

And there is the shadow Japan; the dark reflection. The flawed, cracked, bloody mirror held up to Japaneese society. Japan has a mystic and sexual underworld hiding in its neon-splashed shadows.

Black Japan.

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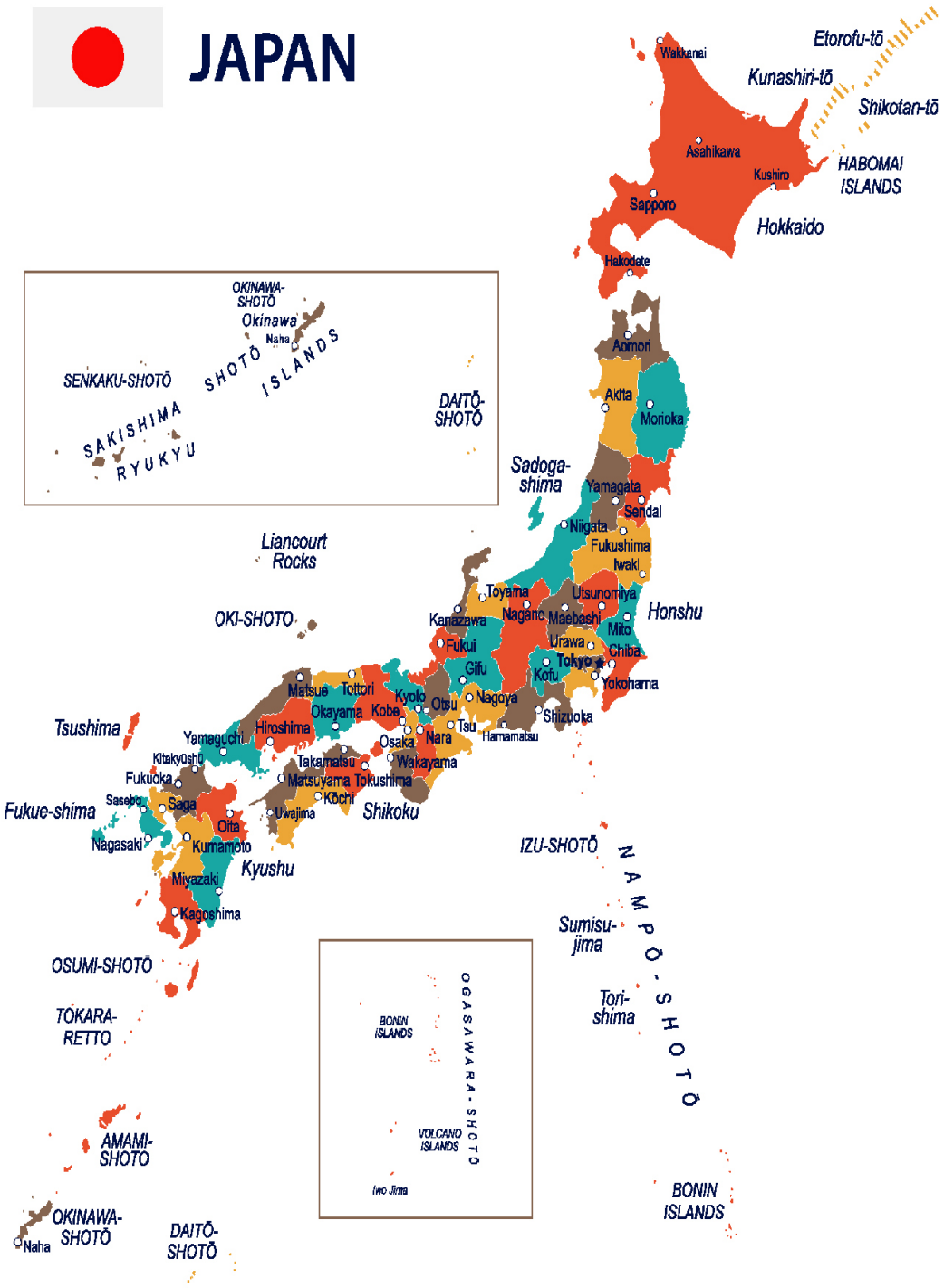
NOT QUITE JAPAN

Black Japan is definitely not the same thing as real-world Japan. In many cases, events described in folklore are assigned to different prefectures, combined with similar stories or mingled with real-world history as makes for the best story. Several geographical features are made up out of whole cloth, or realistic features are exaggerated. For instance, the Miyazaki Prefecture isn't much like the monster infested and Akaname-haunted wilderness of Black Japan's Miyazaki Prefecture. The idea is to give each Prefecture a unique character- many Prefectures have 'planar traits' that fundamentally change how the game is played in that region, to better differentiate them.

This sourcebook is divided into ten chapters. Eight of these chapters describe a specific region of the country, encompassing several prefectures. Chapter Four is a little different, focusing on the mega-city of Tokyo itself, separate from Tokyo Prefecture as described in Chapter Three. Chapter Ten is filled with free-floating adventure sites and haunts that can be dropped into the campaign anywhere the gamemaster wants.

- Chapter 1: Hokkaido and the Kurils
- Chapter 2: Tohoku Region
- Chapter 3: Kanto Region
- Chapter 4: Black Tokyo Itself
- Chapter 5: Chubu Region
- Chapter 6: Kansai Region
- Chapter 7: Chugoku Region
- Chapter 8: Shikoku Region
- Chapter 9: Kyushu Region and Okinawa
- Chapter 10: Other Adventure Sites



The sourcebook is organized roughly north to south.

The first chapter of the book details the farthest northern reaches of Japan, while Chapter Nine deals with the most southern region. Within each chapter, prefectures are described mostly from north to south, as they are found in the nine regions.

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The Hokkaido Region and the Kuril Islands

The Hokkaido region consists of only a single prefecture- the massive, yet sparsely populated Hokkaido Prefecture. Even two decades into the 21st Century, Hokkaido remains a remote frontier place: cold and wild and ancient.

THE SEIKAN TUNNEL

Between Hokkaido and Honshu islands

This wide, well-lit tunnel runs beneath the *Tsugaru Strait*, separating Japan's two largest islands. Six lanes of traffic allow easy trade and commerce between the two islands, for those who don't wish to take the ferry (or during the coldest months of winter, when the ferries don't run). Spirits of arctic cold, modern incarnations of the *yuki-ona,* play here, and occasionally prey on commuters at their whim. These Snow Women dress in ultra-modern *yamanba* style, walking between the speeding automobiles.

Occasionally, rather than a living driver, a flash frozen corpse arrives at the far end of the tunnel, his hands still locked on his ice-rimed steering wheel. The frozen corpse parks the car in a private lot just a few hundred meters onto the Hokkaido side, so as not to block traffic. The Seikan Yuki-Ona take lives as their due, but they are polite enough not to wish to disrupt the daily commutes of the mortals they feed upon.

The Snow Women are led by a particularly tough queen called **Mother of Snow.** The reigning Mother of Snow is **Fuyubi** (NE female Ironclub Oni Rogue 3/Barbarian 6). She took the title after poisoning her predecessor's tea and then challenging for the right to rule.

She rules the Snow Women purely for the thrill of violence, and took charge of her clan simply because she thought it was her destiny. Fuyubi is a poor Mother of Snows, her random spasms of violence attracting the kind of mortal attention that's likely to end in her clan's eventual extinction.

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THE SHINGAMI'S FINAL RESTING PLACE

The Sea of Othosk

The fearsome **Shingami**, the towering demon that embodied Western rage and prejudice, has slumbered beneath the **Sea of Othosk** since the end of World War II. Coral has grown over his resting place, and an unnatural stillness and chill has settled into the waters above. Fishing is poor here, and whales avoid the dark, sluggish waters off the Hokkaido coastline.

The strange leviathan whose preserved corpse now rests in the *Fukui Prefectural Dinosaur Museum* was slain by a Maritime Self Defense Force cruiser in these waters in 1971. The epic battle claimed the lives of more than 20 sailors, and the victorious cruiser pursued the *Othosk Bakakaiju* for more than 30 hours before ending its rampage. A similar creature sunk a pair of Russian flagged cargo ships during the late 1980s, but vanished before a military response could be prepared. Since that incident, human sailors, like the natural creatures of the sea, have learned to fear this stretch of water.

OCCULT PRISON KEGARE

Arashiri, Hokkadio Prefecture

This goliath, subterranean prison was built near the site of Japan's first true prison, constructed in the late 19th Century and situated as far from civilization as possible. The Japanese police and military use the Occult Prison to warehouse spellwielding and supernatural criminals that ordinary prisons simply can't safely hold.

The prison is a roughly octagonal concrete bunker surrounded by high concrete walls topped by machine gun emplacements and spotlight towers. It is warded by massive *kanji* glyphs designed to prevent planar travel or teleportation. The prison's two surface levels house offices, training rooms, visitation centers, warehouse space for clothing, toiletries and food stores and secure entry and processing facilities for new prisoners. The second story also holds the execution chamber, while the morgue and infirmary are found on the first floor. The actual cellblocks are located on the facility's five subterranean levels. Except for special visits to the surface on holidays, as a reward for good behavior, Kegare's prisoners never see the sun or the moon.

A small plot of land along the eastern wall is occupied by a Buddhist cemetery filled with mortuary obelisks and memorial placards. Occasionally, guards burn incense here for the spirits of former prisoners.

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A Buddhist monk named Ita (LG male human Dedicated Hero 1, Cleric 2) lives in a small, drafty shack on the grounds. He got the job mostly by default, and isn't particularly comforting… he spends most of his time and almost all his meager paycheck in Sapporo buying porn and comedy DVDs.

Prisoners are kept in single person cells with an in-cell toilet, desk and tatami mat. Showers and meals are taken communally, in common areas at the center of each level. The first three subterranean levels are reserved for relatively low risk, well behaved prisoners and include a library, a very basic gymnasium facility, Shinto and Buddhist shrines and commissary that sells toiletry, snacks, books, manga and newspapers. The two lowest levels are maximum security and have no such amenities. The facilities concrete walls are sheathed in pale bamboo paneling, hewn from special wood grown in the Tatakama that impede the flows of magical energy. The wood is further enchanted by gold-painted *kanji* that ward against other kinds of magic.

Occult Prison Kegare carries about a dozen executions a year. Executions are performed on the second floor of the prison, next to a somber wood paneled shrine to *Amida Buddha.* Executions are carried out by long drop hanging, except in the case of Goryohime or other undead criminals, whom it is Ita's responsibility to exorcise using channeled divine energy.

Occult Prison Kegare is administered by **Captain Kenro Jushi** (LG male Samurai human Rogue 8/Wizard 5). Captain Kenro took the assignment as the capstone on a long and celebrated career with Chrysanthemum Seven. Scrupulously fair, he runs the prison well but is growing increasingly unpopular with his superior Chrysanthemum Seven because of his insistence in probing the cases of **The Hooded Eight.**

The Hooded Eight are eight mysterious prisoners, lacking prison records, records of their trail and convictions and wearing cloth masks mystically bonded to their faces. Three of the Hooded Eight are female, the rest are male, and one of the Hooded Eight is American, another Thai. The rest seem to be Japanese. None of them ever speak of their former lives, nor of their crimes (if any) and sometimes do not seem to remember their lives before arriving at Occult Prison Kegare. Most of the Hooded Eight reside on the lowest two levels, but two of them are allowed to mix with general population- one of the women, and the Thai. They have resided at the prison for far longer than Captain Jushi himself, with older guards claiming to have tended the Hooded Eight since the 1970s.

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Jushi wonders if the Hooded Eight were actually convicted of anything, or if the Diet of the 1970s merely found it politically expedient to seal them away forever. Jushi has been pushing Chrysanthemum Seven to either provide him with more information on these enigmas, or grant them new trials. It's not making him any friends, but Captain Jushi really doesn't care. He's got his pension, his savings, and a life time of honorable service under his belt already. In fact, he wouldn't mind retiring. His wife, daughter and two grandsons live in Sapporo, and he only sees them once or twice a week at present. (The fishing village of Abashiri is too small, too remote and too strongly scented of fish for his family.)

OTHER PRISONERS

Occult Prison Kegare has beds for 425 prisoners. Here a few of them:

- A 9 year girl known in the media only as **"Utah-chan"** because of Japanese law prohibiting the identification of young offenders and the Utah sweatshirt she wore in blurred photos of her arrest. She murdered three classmates with a box cutter and is possibly the most powerful Yurei born in three generations.

- An **Otaku pedophile with powerful sorcerer talents** from an unearthly bloodline, facing execution for the rape-murder of three little girls in Sasebo.

- **An old Yakuza Summoner** who took the full rap for a snuff-ring feeding a band of cannibalistic *oni* in Chiyoda in exchange for assurances his grandchildren would be taken care of.

- An **Amakaze investor and wizard** who used divination and mind control to manipulate the NYSE to unbelievable fortune, and half ruined America's economy in the process. He's in here only because of the ongoing power struggle between Amakaze factions.

- **An American Marine Magus** so deeply, cataclysmically possessed by an Okinawan demon he can only fuck and kill, and doesn't even remember his own name anymore. The Marine is facing execution, as soon as the prison can find a way to ensure he doesn't come back as something worse.

SPELLCASTING IN OCCULT PRISON KEGARE

The prisons designers did everything possible to ensure that spellcasters cannot escape or cause violence using their powers. However there are no absolutes, and Kegare's guards must be vigilant. These protections hinder spellcasting but do little to impede the functioning of magic items. The guards ensure the prisoners cannot secretly create magical items, and search the rooms regularly for contraband. They themselves use magic items to protect themselves in the course of their duties.

- The prison's outer walls act as a 20th level *Dimensional Anchor* effect, which extends throughout the prison's grounds and to all five subterranean levels.

- The strange bamboo panels and their warding *kanji* require arcane spellcasters to succeed at a Spellcraft check prior to casting any arcane spell. The Spellcraft DC is 18 + the spell's level. A failure wastes the spell or slot and leaves the caster *shaken* for 1d4 minutes.

- Other wards on the bamboo panels require divine spellcasters to succeed at a Spellcraft check prior to casting any divine spell. The Spellcraft DC is 14 + the spell's level. A failure wastes the spell or spell slot and inflicts 1d6 points of HP damage upon the caster.

- Spell-like and supernatural abilities are considered either arcane or divine based on the spell effect they most closely resemble.

Upon their arrival at Kagere, prisoners are assigned an ID bracelet made of nearly indestructible plastic with their prisoner number, photograph and release date (if any). This is effectively a very minor *cursed* item (wrist slot) that inflicts a -4 penalty on Spellcraft checks and concentration checks made to cast defensively.

THE ASAHIKAWA CHIKABUMIDAI MANEUVER AREA

Central Hokkadio

Chrysanthemum Seven's largest training command is **Asahikawa Chikabumidai Maneuver Area**, located in Hokkaido. Far from the prying eyes of Japanese civilians, and equally far from cities full of targets, Chrysanthemum Seven operatives engage in live fire training scenarios against demons captured throughout Japan. This remote base is the heart of Chrysanthemum's operations.

Agent barracks and major equipment dumps are located in the **Maneuver Area.** Like Police Section Seven, Chrysanthemum Seven has access to classified, dedicated railway lines running throughout Japan. In addition, Chrysanthemum depends on the **Japanese Maritime Self Defense Forces** to provide fast transport, by sea and helicopter, to any mission site in Japan.

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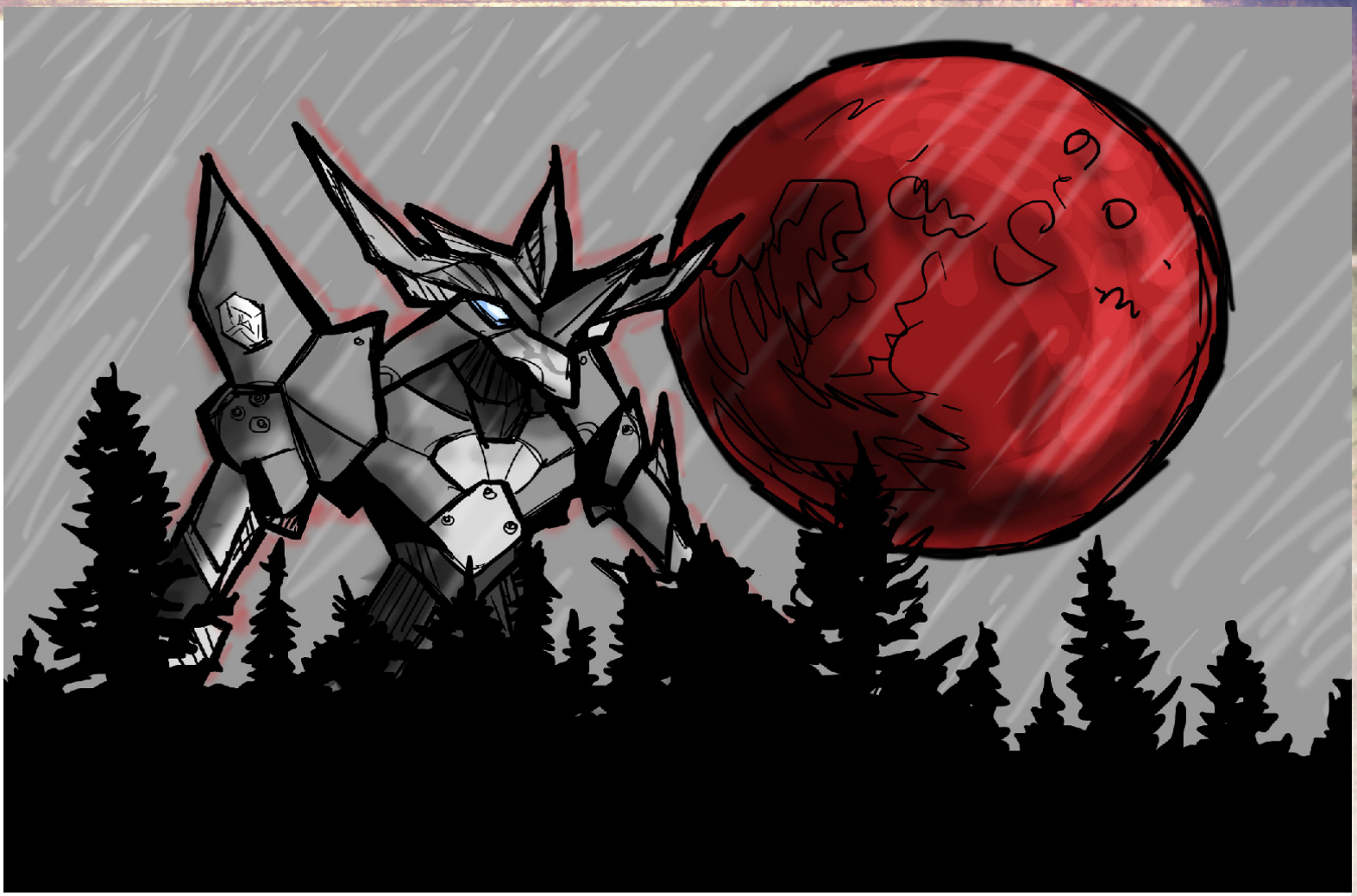

The Maneuver Area is a fenced wilderness preserve larger than most Japanese prefectures. The area is patrolled by the Japanese Self Defense Forces and other, more supernatural guardians. Project GILGAMESH tests its **Avengers**-piloted horrors designed to go claw-to-claw with various *kaiju* and ***Tottorri Horrors***- in the shadowy woods, always after dark. JSDF squad members have standing orders to take no prisoners and fire no warning shots within the Maneuver Area's confines when such tests are active.

THE ONI OF MT. TOKACHI

Central Hokkaido

The **Matsumae Clan** are an ancient breed of **Ironclub Oni** who have lived secretly in the shadow of Mt. Tokachi since the Mid-16th Century. These ferocious thugs have adapted somewhat to the modern world- they rarely prey on Hokkaido's humans, having long ago learned the value of discretion. Instead, when they decide to rampage, they catch a flight to Tokyo, with the haggard stewardesses who bring them beer after beer after beer somehow only seeing large, uncouth half-Ainu thugs, not nine foot tall red demons.

Several **Yakuza** families have recruited some of their most efficient debt collectors and leg-breakers from among Mt. Tokachi's Ironclubs. Every few years, at spring, Tokyo's *oyabun* fly up to Hokkaido with suitcases full of yen, to purchase the allegiance of Matsumae thugs. Their service lasts a traditional three-year period, beginning with the flowering of the cherry blossoms and ending three years later, when the cherry blossoms bloom again.

THE MT. TOKACHI DOLL HOUSE

This large, Japanese style mansion is old, overgrown and neglected. Officially, it's been up for sale for more than a decade without a single offer, and has become a plague on the real estate office unfortunate enough to have the listing. Unofficially, the crumbling mansion is a cruel prison workshop ruled by the capricious oni craftsman, **Mi-Ru the Jet Black** (NE male Ironclub Oni Sorcerer 8). Mi-Ru crafts whore-dolls from the souls and hair of murdered human women and fine bamboo grown locally.

The local oni know that if they have the yen, they can knock on Mi-Ru's front door, with its peeling black paint, and do anything they want to one of his **Ningyou** slaves. Mi-Ru keeps a rotating harem of around two dozen doll slaves at any given time, and uses Ironbrother Yakuza thugs

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to keep them in line when he's off-site or busy with his dark craft-work. Killing one of Mi-Ru's slaves doesn't even raise the sour-faced oni's eyebrow and doesn't earn a rebuke- murder's on the menu for a few thousand yen. After all, the Ironclub pimp can always craft more Ningyou.

GILGAMESH COMPOUND URUK-09

Tomakomai, Hokkaido Prefecture

One of GILGAMESH's largest and most impressive facilities is located in the coastal city of Tomakomai. Construction of the Uruk-09 base began in late 1992, and was completed ten years later, though modifications and expansions continue to this day. Uruk-09 is a fortified, closed city in its own right, dwarfing the mid-sized fishing village it was built along side of. Uruk-09 is a colossal, reinforced concrete ziggurat that scrapes the night sky: the ziggurat is washed in a rainbow of warning lights and zone identification and security spotlights when night falls. Since its construction, there is no longer a true night in Tomakomai.

While local residents variously complain about Uruk-09, or compete fiercely for a contractor's position on base (or both), what few locals know is the armor-clad ziggurat is not a pyramid- rather it is a diamond. Subsurface levels extend as far below the ground as above. At the lowest level of the subsurface complex, something much like a fusion reactor, but designed from geomantic occult principles rather than quantum-physical ones, provides for Uruk-09's truly mammoth power needs.

Uruk-09 is a completely self sufficient bio-sphere, which can be sealed completely in the event of an emergency. The ziggurat looms over the coastline, a massive desalination plant providing trillions of gallons of fresh water a year, which the base shares with the neighboring town under normal operations. A large scale aqua-culture plankton harvest and kelp farming operation could potentially feed a million people annually, drawing on the bounty of the cold North Pacific. Two huge runways, each capable of landing vehicles as massive as a C-130 cargo hauler run at right angles from the ziggurat's central gate.

Uruk-09 is GILGAMESH's largest and most critical armory. In addition to endless reserves of conventional military technology, weapons and vehicles, GILGAMESH keeps the majority of its combat-ready Avenger mechas on site. Dozens of the goliath bio-mechanical horrors sleep in gigantic stasis coffins whose support architecture occupy much of the base's subsurface levels.

When a GILGAMESH Avenger mecha is launched anywhere into Japan or the Asian theater, it is awakened from its slumber in the bowels of Uruk-09, loaded into one of the base's many C-130 Starlifters and ferried to the danger zone.

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WITHIN URUK-09

Uruk-09 is an ugly monolith of concrete and steel, rising hundreds of feet above the small city of Tomakomai. Within are the expected accoutrements of a modern military base, as well as sights and mysteries unique to Project GILGAMESH.

The young **Pilot Candidates** drafted to pilot the Avengers are quartered in small, spartan apartments overlooking the de-sal facilities and the beautiful, cold North Pacific. Their quarters can be locked only from outside.

A huge, sprawling cafeteria on the first surface level serves the strange, bloody and raw meats that Bio-Stalkers need to survive. The Pilot Candidates instead are served a strict vegetarian and piscitarian menu designed to boost mental acuity.

A giant's scale operating theater at the base of the subsurface ziggurat is used to operate on badly wounded GILGAMESH Avengers, and to implant the all concealing armor and cyber-harnesses that constrain and control newly decanted behemoths. Blood from the operation- tens of thousands of gallons in some cases- is used to cool the occult reactor powering Uruk-09, then pumped out to sea. Sharks and stranger, half-*oni* fish are attracted in the wake of such releases.

URUK-09'S COMMAND STAFF

Commander Megumi Fubuki (LE female Oni-Marrow Officer) has been placed in over-all command of the Uruk-09 facility. One of the highest-ranking women within Project GILGAMESH, she was recruited of the JMSDF ten years ago. After disaster after disaster claimed the lives of military trained test pilots during Avenger mecha activation-tests, it was Commander Fubuki who spearheaded the Pilot Candidate program. The Pilot Candidates are the only children the career military officer will ever have. Upon her induction into GILGAMESH, her uterus and womanly organs were surgically carved out and replaced with lethal bio-weapons suites. She becomes less human, and more indispensable to GILGAMESH with every passing year: Fubuki is an extremely competent sociopath.

Dr. Gen Miafuji (LE male human Smart 6, Field Medic 5) was 'stolen' from the rival "*Assault Witch*" program headquartered at Misawa: gladly so. GIGLAMESH offered better pay, less oversight and the resources to see the experiments that earned him a dishonorable discharge from the 105th Joint Operations Group through to completion. Dr. Miafuji was among the first scientists to examine a fallen *Abyss,* and remains convinced that the Abyss and Tottori Horrors are merely different species from the same alien ecosystem, perhaps even different phenotypes within a single species. Dr. Miafuji was able to engineer the first **Emotionless Dolls** from Abyss tissue and human donor ova, and beams with almost paternal pride at reports of their battlefield efficiency.

Dr. Miafuji is a small, poisonously bitter man in his late 40s, who looks at least twenty years older. He's aged noticeably since coming to Uruk-09, though he hasn't bothered to notice. Dr. Miafuji spends most of his time in the laboratory or the surgical suites in the under-base, sometimes not venturing out into the open air for weeks at a time. Occasionally he coughs up something black and stinking- he hasn't told anyone, but he's started pissing black blood, too.

Yui Hino (LN female human Expert 4) is not officially a member of the command staff. Instead, the child psychologist was placed in Uruk-09 by the Japanese Diet to monitor the treatment of Pilot Candidates and provide post-trauma counseling whenever possible. GILGAMESH's rather Byzantine command structure and multi-governmental origins almost forced Commander Fukubi to accept Mrs. Hino's presence on base, though how much authority Mrs. Hino actually has is open to debate.

For her part, Commander Fukubi plans to have the interloper brutally murdered, as soon as possible, and as soon as outside 'contractors' who can't be traced to GILGAMESH can be brought in.

ADVENTURING IN URUK-09

Raids or frontal assaults on Uruk-09 are almost certainly doomed to failure. The base is protected by the full might of the international GILGAMESH conspiracy. Most on-base security is technological, rather than occult: bulkhead doors capable of withstanding a near-miss nuclear impact that can be sealed at a moment's notice, a comprehensive security camera and passive sensor network, and legions of well trained troops.

In addition to ordinary human troops drawn from Japanese, American, Russian and German forces (among others), Uruk-09 is patrolled by several squads of **Oni-Marrow Elites** as well as **GILGAMESH Bio-Stalkers**. Bio-Stalkers are usually placed in command of mixed squads.

STRANGE MICROCLIMATE

Tomakomai's climate has been strange ever since the Avengers were imported and ensconced in the under-base. As far as the locals know, the climactic changes are a result of the heat and light pollution caused by the base, and nobody within GILGAMESH is going to tell them any different. Tomakomai is warmer than the surrounding

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region, practically tropical during the heat of summer and pleasant even during winter. On the plus side, fishing has improved, but the city is often shrouded in strange, morning fogs. Sharks and other oceanic predators are attracted to the bay in record-shattering numbers.

And the sound of crickets never stops, not even in the depths of winter.

Less obviously, the presence of so many Avengers (unnatural things by definition) has warped the menstrual patterns of Tomakomai's women. Within a few months of moving into the region, women's menstrual cycles come every 17-20 days rather than 28 days; early miscarriages are much more common here than elsewhere in Japan.

Sometimes, in the late evenings, as the Uruk-09 ziggurat lights up for the night, there is the strong, coppery scent of blood hanging over the city.

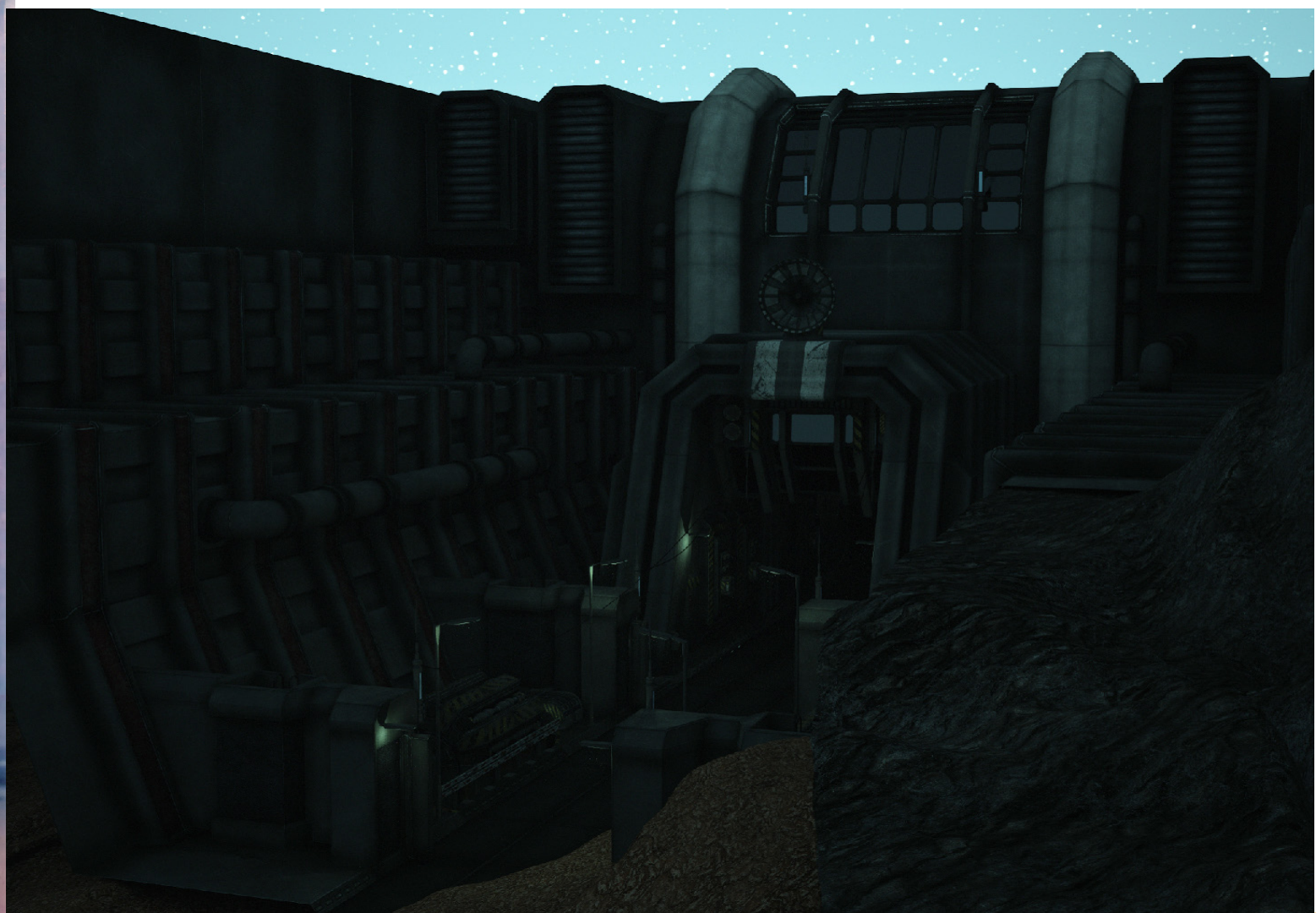
GILGAMESH COMPOUND ENKIDU

Onekotan Island, the Kurils

Heavily armed cutters wearing the black and orange livery of Project GILGAMESH restrict all access to **Onekotan**, the northen-most of the Kurils, occasionally joined by American, Russian or Japanese naval craft. Very few people alive today have any idea why these mysterious vessels are protecting a long abandoned, forgotten frozen rock in the middle of the Arctic.

When GILGAMESH first came here, in 1945, Onekotan was only home to an ill-fated Ainu village, which was annihilated down to the last man, woman and dog by forces unknown and unknowable days before the first US Marine Corps recon teams arrived. Nearly eight decades later, Onekotan Island has become a fortress out on the ice. Like Uruk-09, the Enkidu base is an enormous ferro-concrete fortress designed to military specifications.

Enkidu's fortifications are even more extreme, its defenses even more impregnable. Where the other GILGAMESH black sites serve as mustering points for personnel or



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armories where living mecha are hangered, Enkidu is a supernatural prison for the most dangerous horror in all the realms. Enkidu is the first GILGAMESH facility, and the most important.

Aside from several tall watch towers painted a screaming yellow and a mammoth communications and C&C spire, the Enkidu facility is a low, single story structure. The entire complex is a single massive building – windowless and brutal, hewn from concrete and steel. However, the Enkidu complex is a subterranean maze that reaches miles beneath the permafrost. Most of the structure is built beneath the Sea of Othotsk, with large portions of the base technically built on (under) Russian territory. The surface complex is a foot note: a security checkpoint and receiving area, a cargo dock basically. Enkidu's heart is found deep underground.

THE EARTH'S NAVEL

The Enkidu complex is built over a site the superstitious refer to as "the Earth's navel". In a cavern of black ice and frozen blood, so cold that fully sealed powered armor is required to visit for extended periods, the **Great Genbu** lies. GILGAMESH's sensors tell them the hellish behemoth is in a deep, coma-like sleep, still alive somehow despite the fact a rusting iron spear longer than a bullet train has pierced the Genbu's sternum and pinned the monster to the ice, like a butterfly against a board. Occasionally, the monitoring software detects some stirring in the vast, inert form and Enkidu (and the world) goes on high alert.

The scale of the carnage is so vast that a grown man can actually squeeze inside the spear wound that slew (?) Great Genbu, touch the torn and ragged fibers of a dying (?) heart larger than an office building.

GILGAMESH has been entrusted with containing the Genbu, and discovering a way to truly destroy the creature, for eight decades now. They are no closer to understanding the Genbu today then they were in 1945, and most of GILGAMESH's greatest minds remain unconvinced there is any way to ever truly kill the Great Genbu. However, studying the great beast has proven profitable. By studying the leviathan – by stripping away endlessly regenerating flesh, by siphoning marrow from nearly indestructible bones, by draining acidic blood- GILGAMESH has designed weapon systems so deadly they're more than a match for any threat short of Great Genbu himself. The fearsome Avenger mecha and the highly efficient Bio-Stalker security teams were created from the Genbu's own flesh and blood.

THE MONOLITH

The gigantic spear that impales Great Genbu is visible from the surface as an enigmatic monolith that rises more than a hundred feet above the cold ground. The haft of the rusting iron spear protrudes from the ground at a steep angle, too large to be recognizable as a weapon. To those on the ground, the spear's iron shaft is a colossal leaning spire, an enigmatic architectural feature with no real purpose rather than seeming decoration. The monolith is protected by high cyclone fencing and floodlights, and by a small garrison of mostly human troops headquartered in a tiny pre-fab building that's never warm enough.

The Monolith/spear slices through the earth until its blade pierces Great Genbu's heart. As a result, several of the Enkidu complex's hallways and corridors have been built around the Monolith. In many places, the spear is contained behind metal bulkheads and concrete walls, but in other places, the rusting iron is exposed. Base personnel know better than to touch the spear's pitted and fire-blackened metal: nightmarish visions of a devastated, empty Japan, lasting hours are a perfect method of Pavlovian conditioning.

Glyph analysis and metallurgical testing of the Monolith reveals the enormous spear is connected to the fallen Battlechanger warrior imprisoned at the **Sight/Deep Facility.** Once upon a time, this was the fallen warrior's main weapon, and once upon a time, the gigantic robot made war against Great Genbu for reasons unknown….

ADVENTURING IN THE ENKIDU COMPLEX

Security is even tighter and more impregnable at Enkidu than at Uruk-09. In addition to the expected array of Avengers, Bio-Stalkers and ordinary soldiers, a trio of **GILGAMESH Executioner** ultra-heavy mecha are kept on site. The three Executioners are kept in a constant state of readiness, and can deploy from submarine hatches opening into the Sea of Othotsk within a mere 75 seconds of a scramble order. If a threat to Enkidu is serious enough, the three Executioner mecha will emerge from the cold sea in a killing frenzy.

Onekotan Island is bitterly cold even on the warmest days of spring, and lethally cold during the winter. Troops assigned to exterior patrol do so in fully sealed environmental suits. Blizzards and black-out fogs are common, so Enkidu's troops are equipped with superior night-vision gear. The sun rarely rises above the island- a dingy disk of radiance somewhere in a dirty grey sky.

Several semi-stable portals to the most nightmarish parts of the Tatakama and the Black Else can be found on the

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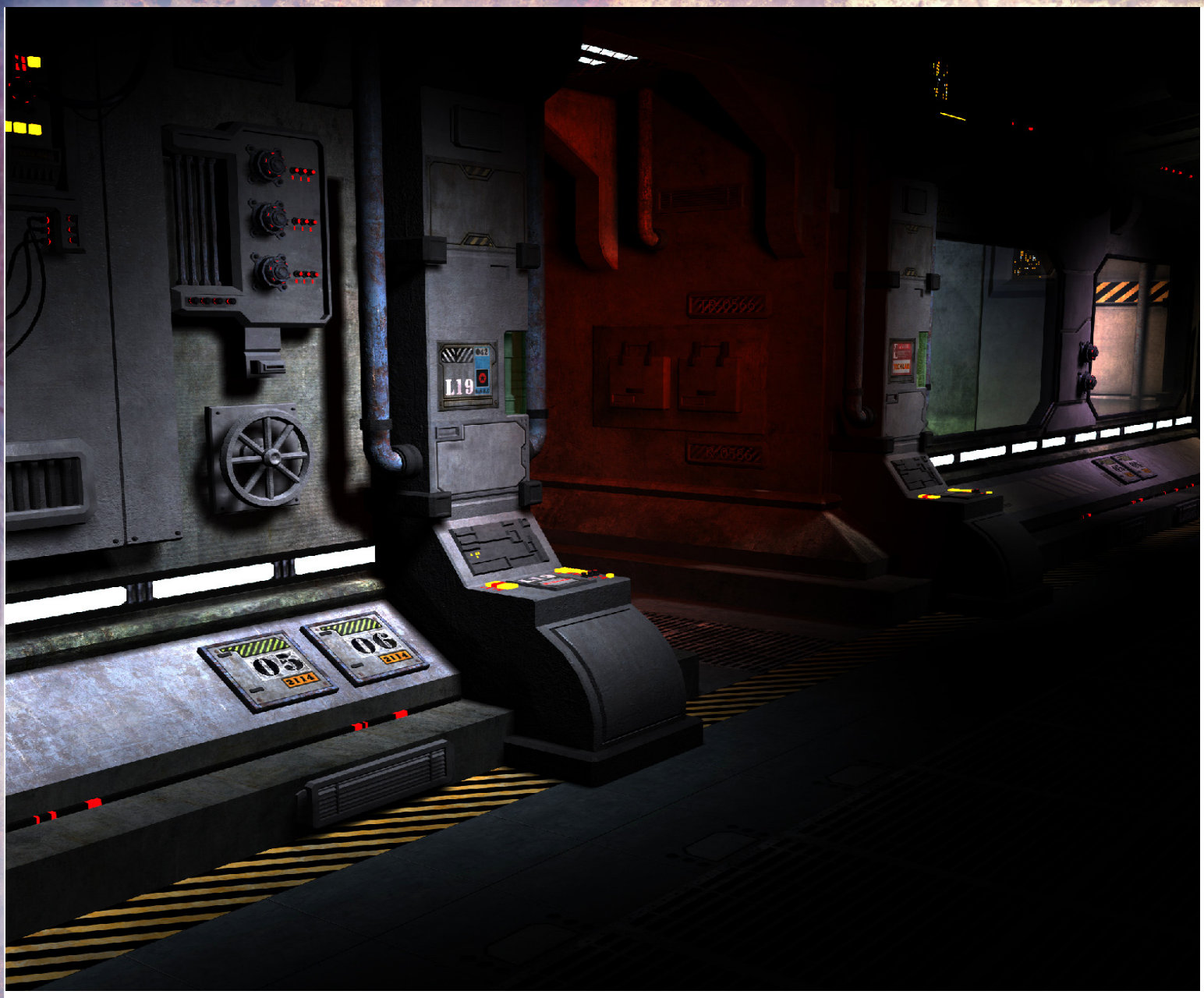

island. Most are marked with durable orange hazard tape and high intensity halogen spotlights. Wherever possible, such *torii* are sealed and guarded.

OUTDATED TECHNOLOGY

The Enkidu complex' computer systems are a relic of the early 1990s, when the base was last modernized. Most of its aging, bulky desktop computers are still running Windows95 or even more outdated systems. 1.44 Mb Hard disk storage rather than USB or cloud storage is the norm. Ironically, the complex' relatively low-tech IT infrastructure makes it somewhat more secure than might be expected. Enkidu has no external internet connectivity and no wi-fi. Hardline connections and secure sat-phone networks keep Enkidu in touch with other, more modern GILGAMESH facilities.

While any competent hacker could easily pillage its outdated operating systems, he'd have to be physically present in Enkidu's intranet. Doing so means evading the base's well-trained security systems and bypassing its hard-tech security protocols, which is much, much harder than online hacking.

- Hackers physically present to manipulate Enkidu's intranet receive a +1d6 luck bonus on Computer Use checks, reflecting the ease of hacking the outdated OS. However, remote access is impossible.

THE ENKIDU COMPLEX'S COMMAND STAFF

GILGAMESH is a post-nationalistic black project that began as a United States Marine Corps secret mission in the first weeks after Japan's surrender. Sometime in the 1950s

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or early Sixties, secret clauses in the Japanese Constitution made Japan a signatory of the ultra-secret "GILGAMESH Accords" which are never discussed outside a secure facility. After the fall of the Soviet Union the resurgent Russian Federation got involved and officially became part of the vast conspiracy taking place just a few nautical miles from their border.

Who knows who else is involved beyond the Americans, Japanese and Russians? In short, GILGAMESH is a military-industrial bad idea incarnate.

Enkidu is home to the tactical leadership of Project GILGAMESH and has been the seat of the organization's power since its inception. Three commanders- equal in rank- from the three nations most openly involved in the project command the Enkidu complex. Supposedly, the American commander has ultimate authority over project decision making, but in practice, any important decisions made must be by a two-thirds majority. And all three men know that each of his counterparts has his own schemes, his own dark secrets….

The most powerful, politically savvy commander is the Russian Federation's representative. **General Peter Nustivich** (LE male Bio-Stalker/Ranger 6) began his career in the Spetsnaz, and though no longer officially connected with that elite unit, he still thinks of himself as a Russian soldier first and foremost. Through subtle blackmail and obvious charisma and competence, Nustivich has earned almost full control over how GILGAMESH resources are tasked. At his signature, GILGAMESH Avengers have been deployed in break-away Russian republics.

His off the books missions are an open secret on the base; his sale of Avenger bio-technology is not. Nor is the fact that his own Genbu-derived mutations have made him coldly predatory. He has stalked, killed and eaten the brain stems of 8 children in the past two years- child prostitutes he's taken on each of his official trips back to Russian territory during his tenure as commanding officer. Nustivich thinks he keeps a tight grip on his animalistic impulses, but is starting to show noticeable tension and rage whenever he's over-stressed or his orders are questioned.

The American representative (and nominally, the senior member of the command triumvirate) is a career military officer being groomed for ultimate command of the US Navy's entire Pacific Fleet. **Admiral Andrew Freeman Fullbright** (LN male human Expert 10) is an overly-ambitious, bureaucrat who carries out his assigned missions with almost robotic precision. Because investigating Nustivich's excesses are not part of his assigned mandate, he turns a blind eye to GILGAMESH's off-the-books deployments. Besides, he'd rather stay on the well-connected Russian's good side…and Admiral Fullbright has grown quite fond of the anonymous bank account Nustivich has set up for his exclusive use, siphoned from GILGAMESH's black funds.

Nustivich thinks Fullbright is firmly under control, and in most senses, he is. Greed and ambition are his reins. However, in his dreams, Fullbright is romanced by a dark goddess- a beautiful woman with the head of a black tortoise. He awakens alone each morning, covered in a sticky film of drying cum longing for Her, and has become increasingly distracted. He's been leaving his archaic desktop logged on, leaving security doors unsealed, leaving pass-cards easily accessible. He's signed more than one dissection order on the slumbering Great Genbu that he doesn't remember the next morning. At Admiral Fullgright's urging, the forensic teams are delving deeper into Great Genbu's strange biology than ever before….and the med-sensors are noting increasingly severe and regular spasms.

Japan's military interests are represented by **General Yuzo Nakamura.** Of the three commanders, Gen. Nakamura (LN male human Fighter 5/Smart 2) has the clearest vision of the vast threat *Genbu* represents. While Fullbright dithers and Nustivich schemes, Nakamura meticulously charts the great beast's unconscious movements- every twitch of its tail, every tightening of its lips. He has gone outside the Project in search of a way to finally end the monster's unholy existence, but without success. General Nakamura dreads the day that Great Genbu finally awakens and carries a Glock 17 that he plans to put between his lips the moment he hears it's happened. General Nakamura is all but certain that the *Tottori Horrors* are here, in the Earth Realm, to herald this dark awakening. He keeps his Glock with him at all times, never farther than arm's length away.

The shrunken old man who answers only to **Haru** (NE male Utari Ainu Druid 9)**,** is the final member of the Project's command staff, though he holds no official rank. In fact, what citizenship he holds is in question, as is his true species. Haru has lived on Oneketon for longer than anybody can remember. He greeted the first US troops on the island, lead them down into the icy prison and told them the great beast was their responsibility now. Over the last seven decades, that's about all anyone has gotten out of him. He wanders the frozen forests, only occasionally attending command staff briefings, and then only to stare unnervingly at Nustivich.

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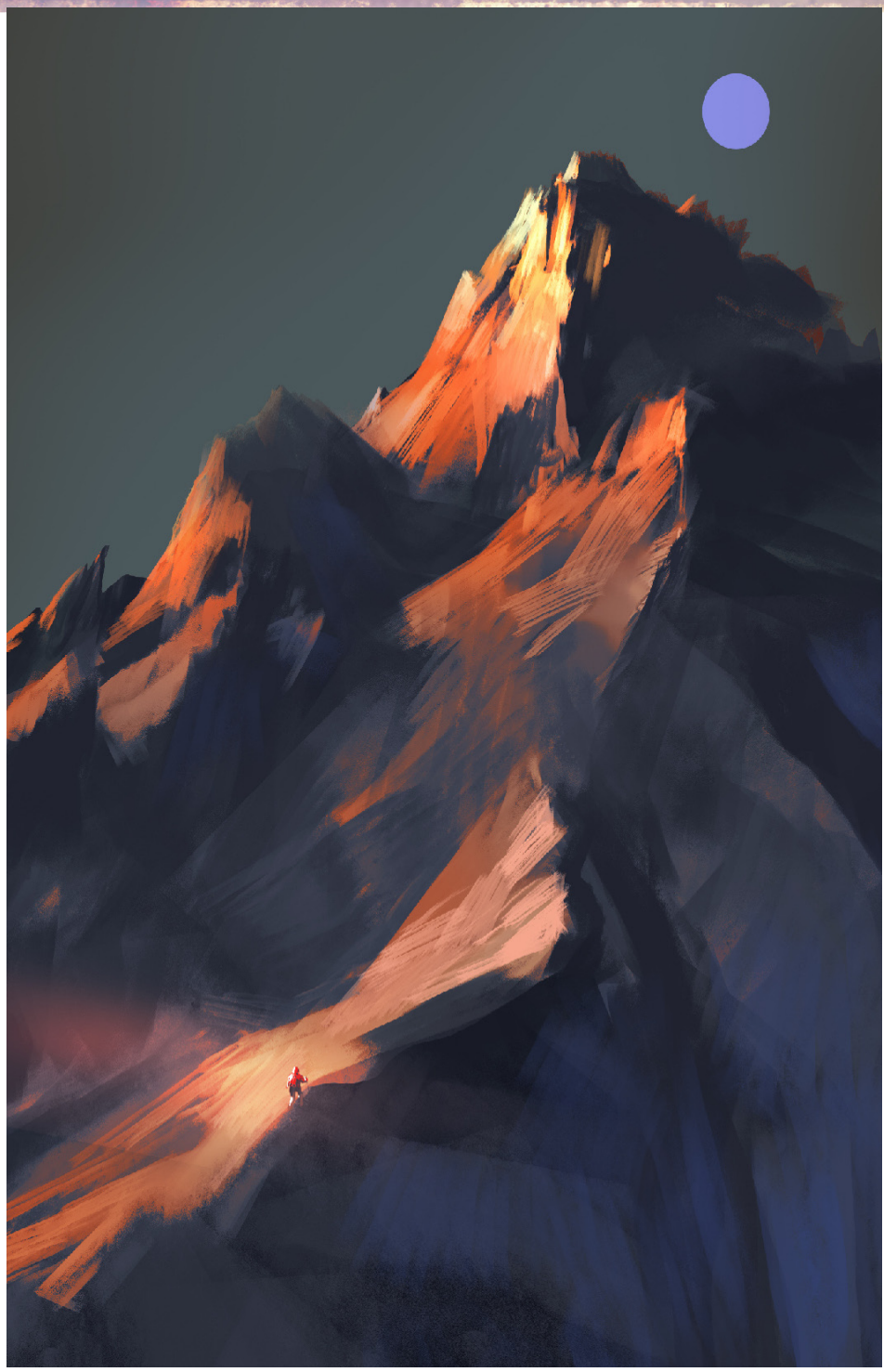
The Tohoku Region



MOUNT OSORE

Shimokita Peninsula, Amori Prefecture

One of the eeriest and most sacred places in Japan, fog-shrouded Mount Osore is the tallest point on the **Shimokita Peninsula**, the hook-shaped wedge of land just a few dozen miles across the frigid water from Hokkaido itself. Mount Osore is a gateway between the realms of the living and the dead, and is haunted by many generations of ancient ghosts.

The souls of dead children, slain throughout Japan eventually migrate towards the Shimokita Peninsula, drawn slowly like iron shavings to a powerful magnet. A permanent, semi-stable *torii* to the Tatakama is found just off the northern shoreline, midway between Honshu and Hokkaido, in the great mountain's shadow. The forests and wild stretches of shoreline are the playground of infant ghosts, who pile stones in strange patterns and emit a palpable chill that even the least sensitive mortals can perceive. Though melancholy, these ghosts are mostly harmless, though their presence attracts other, more dangerous undead. ***Aosaginohi, Aswang, Jinzu***, ***Shoryohime*** and ***Teke Teke*** all hunt here.

Common superstition claims that children's souls who linger too long on the shore here are drawn into Hell, though the ***Bosatsu Jizo*** often walks here, rescuing as many as he can. Virtually every home and business within 5 kilometers of the mountain has a shrine to Jizo out back somewhere.

ADVENTURING NEAR MOUNT OSORE

The presence of so many ghosts has given Mt. Osore a potent mystical charge.

- Necromancy spells and effects are cast at +2 caster level within 5 km of Mt. Osore.
- The child-ghosts are vaguely protective and mostly benevolent. Abjuration spells are Extended, as if by the Extend Spell feat, within 5 km of Mt. Osore.
- Good and Neutral Undead gain Channel Resistance +5 within 5 km of Mt. Osore.

MISAWA AIR FORCE BASE

Misawa, Aomori Prefecture

The Japanese Air and Ground Self Defenses Forces share this sprawling base with the United States; both the USAF and Navy have huge contingents on base. In addition to its mundane military duties, AFB is home to Japan's **Assault Witch squadrons**. Promising female pilots and rookie Misawa aviatrix train tirelessly in the clear blue skies over the quiet, dusty city of Misawa. In addition to the glamorous Assault Witches, a coven of female military mages are trained here. Chrysanthemum Seven trains **military Flow Witches and Lovely Medics** to spec-ops

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standards here, before deploying them to anti-*oni* squads throughout Black Japan.

Crown Princess Masako's vision of a more inclusive, female-friendly JSDF is bearing its ripest fruit at Misawa. While the women warriors assigned here have great power, the sheer presence of so many witches and female occultists has attracted *oni* to the area, like predators scenting prey. Battles against demonic lust-predators and rapacious horrors from the Black Else are especially brutal, this far north.

BRIGADIER GENERAL SORA MASAMUNE

General Sora Masamune is the ultimate commander of Misawa air base, and was the first Assault Witch- the first to don the turbine leggings, before there was even an official term for what these high-flying women were! General (then Ensign) Masamune was the first female pilot to fly combat mission for Japan- off the books flights over Laos and Cambodia with specially selected American pilots during the Vietnam war. (By the way, the rumors about her and Ladybird Johnson in the Lincoln Bedroom are all true.)

When it became obvious the young ace's natural talents were only being stifled by her specially modified and custom-painted F-4 Phantom, the best techno-occulists in the JSDF were commissioned to create the Assault Witch technology! With her help, they did it, and throughout the late 1970s and early 1980s, proved the technology in a series of secret sorties the world never heard about, but owes its continued existence to.

Now in her mid-60s, Gen. Masamune has been forced to abandon the sky for desk duty- training, disciplining and guiding the next generation of Assault Witches. She's still impressive in the air though- the limp she's sported since flak over Hanoi blew apart her left hip doesn't slow her down at all once she reaches altitude during check flights.

As one of the first woman to play a major role in the modern Japanese military, Gen. Masamune has been instrumental in carrying out Crown Princes Misako's modernization campaign. Masamune fought hard to bring the Assault Witches to Misawa, and protects the 105th Joint Fighter Wing fiercely, and under her command, the wing has proved its utility against the Abyss and other incursions.

USING BRIG. GEN. MASAMUNE IN THE CAMPAIGN

General Masamune is a stern but honorable authority figure for the campaign. She is a contrivance to keep the air base and its staff running smoothly. She is also going to take the sky one last time, die heroically, and inspire the young fliers under her command to live up to her example. You can also use her (once or twice, before her luck fails) to rescue a doomed player character, or even up an unfair battle, but with concrete mechanical weaknesses built-in that keep her from being an irritating GMPC.

If you run General Masamune in combat, use the ***Assault Witch Squadron Leader*** stat-block with the following modifications. These reinforce her role as an aging badass, who does the impossible and fights heroically but knows

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her time is passed.

- General Masamune has only 14 Hit Points (1 HP per Hit Dice).
- General Masamune takes no damage from successful attack rolls and is considered to have Spell Resistance 30 against opponents of CR 7 or less. She automatically succeeds on saving throws against effects produced by enemies of CR 7 or less.
- Opponents of CR 8+ receive an untyped bonus on ranged attack rolls against Gen. Masamune equal to ½ their Hit Dice, with no cap.
- When slain, Gen. Masamune cannot normally be *raised* or *resurrected* (her soul is unwilling, basically, unless the PCs have such a deep personal relationship, developed by roleplaying she might return for one final mission).
- Even if she is raised or resurrected, she still has these modifications.
- If Gen. Masamune is slain, all player characters involved in the battle, with Assault Witch cavalier levels gain enough XP to gain one level, which must be spent on this class.

THE DRILL SERGEANT OF LION SQUADRON

Lion Squadron is the largest, most storied and most famous Assault Witch squadron on base (though far from the only one). Part of Lion Squadron's legendary effectiveness is their extraordinary training and conditioning regimen. The squadron's drill sergeant is, in his own way, every bit as extraordinary as the base's commanding officer.

Ten years ago, a male lion washed up on the Nagasaki shore during an especially fierce *Akashita Wind* storm. Battered and beaten, the lion's right forepaw was completely destroyed by what looked like heavy machinegun fire, and a good deal of his fur was burnt away. As strange as the lion's sudden appearance was, when he finally awakened in a nearby zoo's veterinary clinic was the revelation that he spoke. Initially, the lion just growled in fluent English, but he picked up Japanese within two years.

The wounded lion had no memory of how he came to be in Nagasaki, nor who nearly killed him, nor even how he could reason and speak. Not knowing what else to do with the lion, Chrysanthemum Seven took him into custody, and eventually nursed him back to health. Over the years, the still nameless lion went into battle alongside C-7 as they fought the horrors of the Black Else.

Eventually, the Lion ***(LG male Ubasti Fighter 11)*** became the unofficial mascot of Lion Squadron and its semi-official physical training instructor. He's fiercely protective of the base's young women, and most of the cat-girls on base consider him a gruff favorite uncle…even if his pre-dawn PT sessions leave most of them puking and gasping in exhaustion. With his new mission, and new girls to protect, the great, scarred lion leaves questions of what he is and where he comes from to his unquiet dreams.

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COMBINED FLEET HQ

The **Combined Fleet Project** is an adjunct to the military's **Assault Witch program** headquartered at Misawa AFB. While Assault Witches are brave young girls trained as soldiers and magical fliers, the heroines of the somewhat more obscure Combined Fleet are made, not born. Combined Fleet POETICA are forged on site in Misawa, using military facilities operating under a multi-billion yen license from the New Day Girl Factory. The Combined Fleet POETICA are the only authorized model of android girl produced away from the megacorp's Ehime facility.

Approximately 150 Combined Fleet POETICA are quartered in a set of run-down barracks in the western quadrant of Misawa AFB. The well equipped, heavily armed and extensively trained androids are deployed with Assault Witch squads, or even with conventional police forces when the opposition is expected to be supernaturally intense. Despite the inherent danger of their role as 'living land battleships', the Combined Fleet androids relish their duties. They're programmed for courage and love the romantic adventure of serving in the JSDF's elite anti-supernatural squads.

The Combined Fleet barracks are rundown open bay structures of early 1960s vintage, but the androids keep them with obvious pride. Under military law, these POETICA are free citizens of Japan (Gen. Masamune pushed for this, before she'd sign off on the project). The Combined Fleet androids spend most of their meager salaries on military memorabilia, both actual historical artifacts and well made replicas, and have turned their barracks into an impromptu museum of Japanese military history. Historical cosplay is a favorite hobby.

Warrant Officer Heiankyo Alien (named for one of the very first Japanese videogames) is the most senior POETICA in the program, and a highly competent, extremely serious young warrior. Though General Masamune has been able to win the base's POETICA their freedom, she hasn't been able to raise the program's greatest success story to an actual officer's rank. Officer Heiankyo refuses to let the slight affect her performance, though it has made her secretly bitter. She lacks the joy her younger 'sisters' bring to the job, and not even late night LAN parties with them can break her out of her worsening melancholy. She hides her depression well, at least as far as humans are concerned, but the other POETICA on base know what she's really feeling.

If you need statistics for Warrant Officer Heiankyo Alien, use the ***Combined Fleet POETICA*** stat-block.

STRIKE KITTEN BARRACKS

In contrast with the relative handful of Combined Fleet POETICA quartered at Misawa AFB, nearly 1,000 Strike Kittens are stationed with the Assault Witch Squadron. The genetically sculpted and adventurous kittens are quartered with human JSDF women in slightly more modern barracks than their android sisters have received. They are administratively split up among several squadrons, but share common duty, and a common origin. The best and quickest are active duty Assault Witches, with the rest filling reserve slots, completing their training or performing non-combat duties around the base. And again, because of General Masamune's insistence, the Strike Kitten are free.

The joint service air base's commanders (both Japanese and American) have had to put the Strike Kittens officially 'off limits' as far as on-duty romances are concerned. The Japanese men on base are bad enough, but for American Navy and Air Force personnel stationed here, most whom have never even seen a catgirl before, the Strike Kittens are simply irresistible.

Of course, most of the Kittens have no interest in romance. They're still young enough, and boisterous enough, that their only love is the open sky. They're not always the most reliable about switching on their IFF transponders, and most of them have been officially reprimanded about unauthorized flights in the airspace- a distracted, flying catgirl can be a major navigation hazard. But sometimes the call of the clear blue sky on a spring day is loud enough to override their military discipline and send a small wing of catgirls into the clouds.

While the Combined Fleet POETICA have a strong leader in their warrant officer, the Strike Kittens aren't quite as lucky. Three Technical Sergeant Strike Kittens share command duties between them. The trio manages to get most of their paperwork done with Gen. Masamune's *extensive* help and are quickly maturing into competent leaders, if not exactly by-the-book ones. ***Sergeants Ringo, Kayu*** and ***Atari*** are constantly in trouble with the general for minor breaches of discipline, but have good hearts and are better leaders in battle than they are administrators.

If you need statistics for any of these three feline Tech Sergeants, use the ***Assault Witch Strike Kitten*** stat-block.

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KOTOBUKI-SAN AND THE ASSAULT WITCH MESS

The Assault Witches share their old and somewhat run-down mess facilities with the rest of the JSDF members on base. The Assault Witches themselves have a smaller mess area cordoned off, which the kitchen staff tries to make as elegant as possible, which usually means hanging curtains over walls stained by age, time and water. The food however, is a lot better than anything the Americans get in their larger and more modern mess-hall.

The kitchen is run by an old woman everyone just calls ***Kotobuki-San*** (Mrs. Kotobuki). Everyone with magical senses gets occasional tingles that she might be more than human, but as far as anybody can tell, she's just a 68 year old woman who's worked in restaurants her whole life and will probably keep working another 20 years, who's unhealthily obsessed with the local football club, and who makes the absolutely best cakes and tea in the whole prefecture.

The mess itself is open 24 hours a day, to accommodate service members on all shifts, but Kotobuki-San only comes into work at exactly 0433 every morning, and has her first baked goods ready to eat an hour or so later. She leaves work around 1630 each afternoon and never seems to take regular days off, though she might disappear for a bit during World Cup season.

SQUADRON GYMNASIUM FACILITY II

The Assault Witches and related staffers have access to one of the base's gymnasiums, which is a boon because when winter comes, Misawa grows far too cold for outdoor PT. Facility II is found a few short yards behind the mess hall, behind a rather ugly fenced-in fuel-oil storage depot. Facility II also boasts a small and intimate but popular artificial onsen. The gym's onsen is women only, and has become a defacto hang-out for many of the base's Assault Witches. Even General Masamune occasionally comes in for a long, leisurely soak, and as she says "rank has no place in the bath."

IN-GAME USE

The indoor onsen is a place for hanging out and roleplaying, with a ton of fanservice potential and sexy bathing adventures mixed in. If the PCs do a lot of their pre-mission scheming and post-mission debriefing in the onsen, consider giving everybody who participates regularly the Nearly Naked Exposition trait as a reward for staying firmly in-genre. And also, if you want to shake up the players, or literally catch the heroes with their *pantsu* down, nothing's stopping a *Breath of the Onsen* or similar monster from taking up residence!

HANGER S-ALPHA

The 105th Joint Operations Group is headquartered in one of the larger and more modern hangers on base. Hanger S-Alpha was erected during the late 1990s, and includes dedicated medical facilities for Assault Witch Nekomusume and POETICA, briefing rooms and simulators used by the squads, arcane/mechanical repair facilities for Assault Witch components. Fast launch tubes leading directly to pre-cleared runways can put whole squadrons of occult fliers into the air within minutes!

An air traffic control tower looms high over Hanger S-Alpha, painted with the iconic symbol of the 105th JOG- a golden feather and grey missile against a bright blue field. An ever increasing roster of black diamonds, each symbolizing a successful Abyss shoot-down, is painted beneath the unit logo.

Unknown to most base staffers, and even to most lower-ranking Assault Witches, a massive underground laboratory beneath Hanger S-Alpha contains the remains of hundreds of Abyss and other *oni* predators, studied under extreme security. Project GILGAMESH has pushed time and again for access to the samples, but General Masamune is leery of letting their scientists in. As far as she's concerned, her methods of containing the Abyss are far more effective, and cause fewer collateral damage than GILGAMESH's handling of the Tottori Horrors. To say Project GILGAMESH disagrees is putting it *very* mildly.

THE ARMORY SLIT

The 105th's magi-tech armory is kept within Hanger S-Alpha, under ultra-tech security and potent magical wards. The armory's towering entryway resembles nothing so much as a fortified adamantine vault door built in imitation of a woman's most intimate folds. Base policy requires all occult weapons and artifact-level devices be stored in the Armory Slit between missions, though Assault Witch adventurers are allowed to keep most magical costumes, armor, and wondrous items in their quarters. Unofficially, most proven Assault Witches keep an enchanted pistol or combat knife on their person at all times for self defense.

THE AMERICAN CONTINGENT

Misawa AFB is unusual in that it has a large American presence, and over half the massive, fenced military airbase is given over to Air Force and Navy facilities. The presence of so-many foreign troops gives Misawa its unique character and brings new approaches to the JSDF's traditional fight against oni and undead. The American contingent is fully briefed on the reality of supernatural Japan, unlike most American soldiers serving elsewhere on this dangerous, black planet.

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A deployment to Misawa is an eye opener for most sailors and airmen, an introduction to wonders and horrors formerly concealed by the modern world's shadows. Once they overcome their culture shock they realize that while the United States is relatively new to the fight against the Black Else, superior training and firepower counts for almost as much as Shinto exorcism techniques and Goetic demonology. The Americans are higher tech, and use more modern methods than Chrysanthemum Seven; the **Red Line Array** was their idea, as are the **Solenoid Quench Cannon** and other revolutionary *anti-oni* weapons.

Red Line Array Task	Computer Use Check DC
Map all stable *torii* in one Japanese prefecture	DC 25
Map all currently open temporary/unstable *torii* in one Japanese prefecture	DC 30
Map all *torii* that have been closed within the past 24 hours, throughout one Japanese Prefecture	DC 32
Map the location of all Conjuration spells or effect of 6th level or higher, cast within a single Japanese prefecture	DC 35
Map the location of all *raise dead* or *resurrection* or similar spells cast to restore life to the dead cast within a single Japanese prefecture	DC 30
Map the location of all death effects of 4th level or higher, cast within a single Japanese prefecture	DC 28
Map the location of all haunts duplicating the effect of 3rd or higher level spells within a single Japanese prefecture	DC 30
Any casting of *wish, limited wish* or *miracle* (or similar spells) sounds a visual and audible alarm indicating the prefecture of casting. Pinpointing the casting to within 30 ft requires a check.	DC 15
Either the Tottori or Hyogo prefectures are mapped, due to lingering dimensional rifts.	+5 to check DC
Provide a realtime location on a single Outsider (20 HD or fewer) known to the operator within Japan	DC 40
Provide a realtime location on a single Outsider (21+ HD or greater) known to the operator within Japan	DC 30
In all cases, mapping is accurate to within about 30 ft	

The American forces on the base are under the ultimate command of the United States Air Force, with the Navy taking a smaller role on base (though the Navy does provide a substantial minority of Yeager officers). The American side's commanding officer is **Air Force Colonel Rick Plantaganet** (LN male human Fighter 8/Rogue 4), who even though he's a balding, 52 year old desk-weasel still goes by the moronic callsign he picked up during his days as a pilot, he even signs his orders with it. He's the stereotypical ugly American- a close-talking, loudmouthed, aggressive, Evangelical Christian bully, and his troops would probably get more done if some *oni* bit his head off at the shoulders. There's a few of them who are clever enough to realize it.

THE RED LINE ARRAY

Misawa AFB is home to a huge antenna farm that covers several acres. Most of the world believes the array is an electronic warfare site, if they give it any thought at all, but its purpose is far stranger. The Red Line Array sits at a conflux of ley lines, and is able to feel the pulse of mystical energy across the planet as easily as a stethoscope finds a patient's pulse. Chrysanthemum Seven uses the Red Line Array to track every *torii gate* currently open in Asia.

The arcane technologists working in the windowless Array Control can….

The Red Line Array becomes erratic during Akashita Winds; add +1d8 to the check DC during a wind storm anywhere on the Japanese archipelago. Each check requires 1d4 minutes, and provides a tactical map accurate to about 10 meters. Only Chrysanthemum Seven operatives, Assault Witches or their agents have access to this ultra-classified data. Mapping a prefecture requires about 5 minutes per skill check.

The Red Line Array came online during the early 1970s. Prior to that, a ring of Jomon-era stone monoliths stood in the empty pastureland. Similar to the monoliths at Stonehenge and other sites, these ornately carved pillars served an undoubtedly similar function for the island's most ancient inhabitants. When the Array was erected, the Heart Pillar was moved to the frigid bunkers below, connected by magic and fiber-optical cabling to the vast server farm powering the array.

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ANYAN TENNOUJI PRIMARY SCHOOL

Unusually for an on-base military school, Anyan Tennouji is named for a Japanese fighter (one of the boldest Japanese aces of WWII, and one of the nation's most patriotic Doujinishi), rather than an American military hero. The reason is that during a fierce engagement with US Army Air Corps forces, Lt. Tennouji broke off hostilities and joined his US rivals in a pitched battle against a horror emerged from the Black Else, and saved myriad lives, both American and Japanese. A painted concrete statue of Lt. Tennouji's Zero decorates the school's sports field.

Anyan Tennoujii (known as AT Primary to most students) is a combined primary school, servicing American students from grades pre-K to grade 8. A surprisingly large number of the student body are Doujinishi themselves: living warplane-spirits summoned by the care and attention that the air base's flight crews lavish of the military aircraft as well as incarnate gun fantasies and military power dreams. A handful of Imperialistic Kami have been born at the base, and though technically not American citizens (or citizens of any nation, really) they are allowed to attend AT Primary with their mortal class mates.

Many of the young plane fantasies and war-dreams attending AT Primary soon mature into competent fighter pilots themselves- the best donning the armored turbine leggings of an Assault Witch and taking to the skies.

BENTEN'S SEA PIZZA II

The first and biggest **Benten's Sea Pizza** is in Kanagawa Prefecture, but recently the second restaurant in the strange franchise opened in Misawa, working out of a two-story restaurant right out side Misawa AFB's main security checkpoint. Like its predecessor, Benten's Sea Pizza II is famous for its delivery girls- high flying teenaged girls delivering pizza on the backs of enchanted flying brooms.

The pizza place's dining room is always crowded with base personnel and is famous for its fried cheese rolls, not just the pizza. Now that Pizza II has opened, it's taking some of the burden off the Kanagawa branch, handling deliveries for pretty much everything north of Tokyo. The pizza place's cooks and its high-flying delivery girls are primarily the children of base personnel, both Japanese and American. Gen. Masamune has subtly endorsed Pizza II, because it gives her a pretty deep well of flight-trained young women to recruit Assault Witches from. She suspects that's the real reason Pizza II's opened up, though she, like pretty much everybody else, has no idea the Benten in the store's name actually refers to a real, living goddess rather than just a reference to Shinto myth.

IN-GAME USE

Pizza II is designed as a point of origin for some Assault Witches, explaining where they first learned to fly. It also provides a way for non-Assault Witch cavaliers flying with the 105th JOG to match the speed and in-air maneuverability of an Airplane Girl. Your character concept not suited to Cavalier levels? That's fine, put your character on an enchanted broom that can push the Mach limit, and she can still be effective in the air.

Pizza II is also a tie directly into the Goddess Benten plotline woven through several Black Tokyo sourcebooks, and a good way to connect to the rather helpful goddess and become embroiled in her many, many schemes.

If you want to further differentiate broom-fliers trained at Pizza II from 'ordinary' Assault Witches, you might allow them to access some of the broom-based fighting styles in *Otherverse America*. Agile Broom, Ancient Trusted Weapons and other feats in that tree are ideal fighting styles for Benten's delivery girls, which give them not only some cool tactics to use with their enchanted brooms, but a unique factional identity.

CLUB IVY

Hatchinohie, Aomori Prefecture

Club Ivy is the name on the lease, but there's no sign, or indication what's behind the peeling green door in a small, windowless building a few blocks from Hatchinohie's train station. Nobody ever refers to this dingy bar-slash-bordello by name, anyway. It's well known among both the local Japanese blue-collar workers who frequent the place after work, as well as the American servicemen at the nearby Misawa AFB.

Club Ivy is a small-time, Yakuza-owned whore house staffed by a mix of human and POETICA prostitutes. Most of the android prostitutes are actually free, at least to a degree. Club Ivy has become a sort of underground mecca for runaway POETICA. Working here (or at similar low-end clubs on a circuit) for five or six years can buy a POETICA a new life and a foreign passport.

The battleship-girls of Misawa's Combined Fleet know about the bordello, and help out its POETICA as best they can. They occasionally show up after closing time, bearing gifts, spare clothes, manga and circuit components for both the human and android prostitutes. Badly damaged POETICA sex-workers here know they might be able to get off the books medical care if they can stay alive long enough to reach their weaponized sisters in Misawa.

The Club is run- in name only, by an 80-something, semi-retired Yakuza named **Arata** (CN venerable male human

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Rogue 6). He's half-senile and narcoleptic, and bangs on a tambourine in time with the bar's music, at least until he nods off. He tends the bar, takes the customer's money and leaves all the real decisions to his POETICA wife, **Korra** (N female POETICA Expert 5). Korra worked the club herself for nearly a decade, and when she stopped fucking on stage, she married the owner and became legally emancipated. He got old; she can't. She still likes the senile old rogue, and he's done enough years of loyal duty to the Yakuza that they allow him the illusion that he's still running the place- still the deadly pimp he was decades ago.

ANON-CHAN SERVER FARM

Aomori City, Aomori Prefecture

Anon-CHAN is an anonymous file sharing website based out of servers in the Amori prefecture. It's a rude and impudent website, a place where calling another anonymous poster a nigger-fag is the height of comedy, and the one place on the Net where it's totally possible to innocently stumble across home-made kiddy porn while browsing for anime wallpapers or song torrents. The brainchild of **Ryu** and **Haneda Shirow,** twin Dodoma brothers (CG male otaku Domoma Rogues 5/Smart 1), the website is a place that revels in rudeness.

Under the guidance of the two brothers, the website has turned into a clearinghouse for humorous or sexy pix, illegal file-shares and hacker culture. Shut down dozens of times by a dozen different governments and mega-corporations, Anon-CHAN refuses to die. Recently, the website has found something approaching redeeming social value. Some of the regular posters have begun a campaign of harassment and vandalism against some of the worst companies on the **Amakaze** board of directors.

The almost spontaneous, leaderless acts of civil disobedience are nearly impossible for the Tokyo PD to stop, and are bringing to light some of Japan's worst corporate crimes and scandals. While a few Anon-CHAN posters have fallen to Amakaze-funded Modern Spellcasters and hunter-oni, the anonymity of the 'net protects most. Where anonymity fails, the Shirow brothers are not above sending agents to covertly protect some bold otaku regular poster. The Shirows have deep connections

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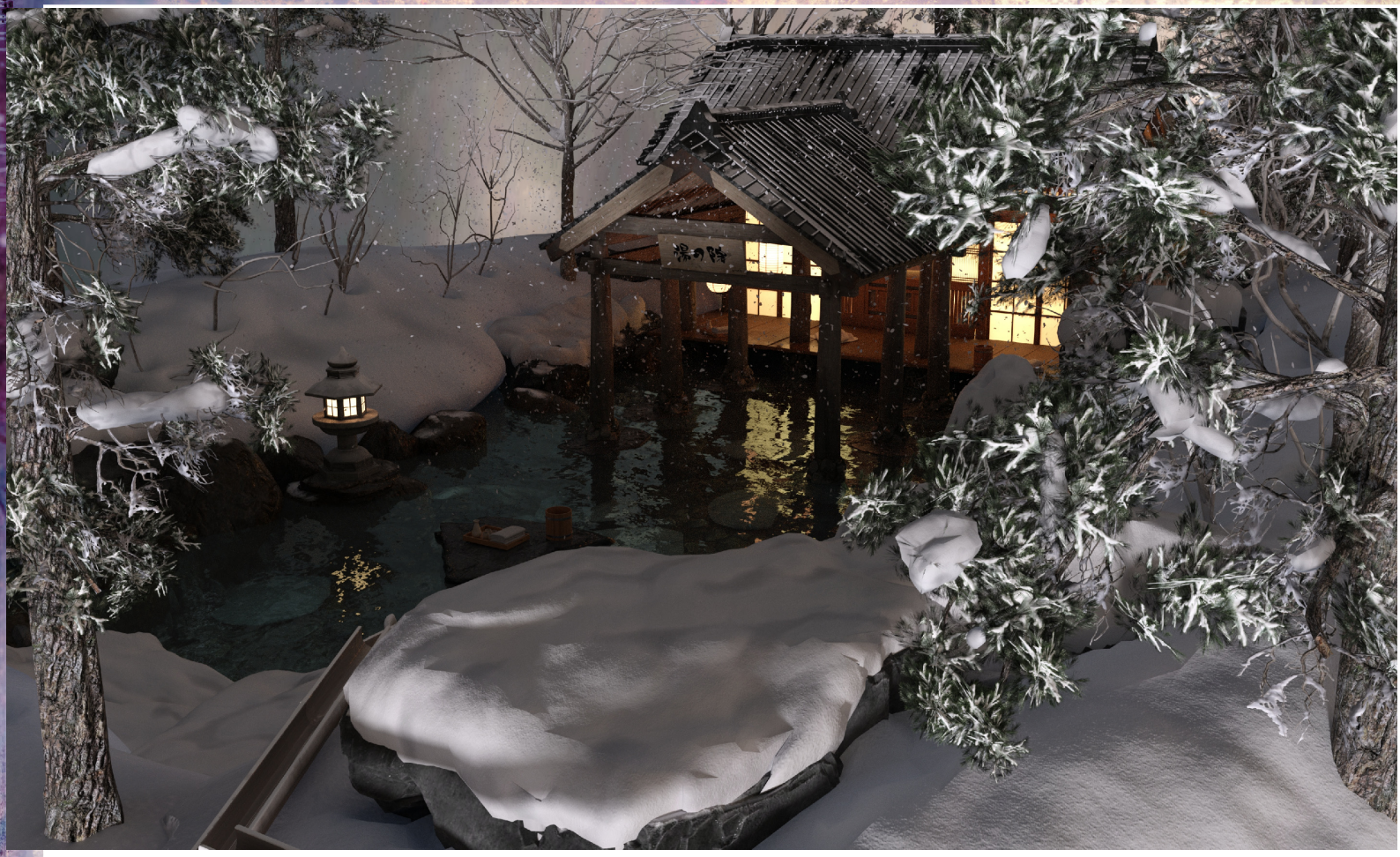

across the breadth of Japan's magical underground, aren't above blackmail, coercion and dirty tricks to protect one of their online friends.

AKITA CANINE MUSEUM

Odate, Akita Prefecture

This tiny museum is built into an old home and includes a small garden in the rear lot decorated by age-weathered bronze statues of Akita at play. The museum is dedicated to the memory of *Hachiko*, a famous Akita from the 1920s, who waited at the train station in Tokyo for his dead master to return until the end of his life. The dog's loyalty made him one of the most beloved animals in Japanese history.

The Akita Canine Museum is probably the only reason to visit this dusty, rural city. The museum's keeper is a one armed and ancient man named **Yu Kito** (LG male Utari Ainu Ranger 9, Druid 1), who lost both the arm and his beloved wolf companion to the monster the ancient Japanese warrior **Momotaro** has become. The old man initially founded the museum as a weapon, but over the decades his purpose shifted. Now he wants to redeem Momotaro, not destroy him. He genuinely believes if Momotaro could be forced here, the loyalty displayed by the museum's dogs might cleanse the warrior's corrupted spirit. And if that fails, he has his great spear at the ready.

HOTTAI WATERFALL

Yurihonjo, Akita Prefecture

A spectacular natural waterfall conceals a deep, moss slick cavern so cold that it is frost-rimed even during the height of summer. One thousand statues of the *Bosatsu Jizo* line the path to the cold lake, each sculpted by the same inhuman hand. An ancient demon nicknamed **The Pediatrician** lairs behind the waterfall. The Pediatrician is some bastard offspring of tarantula and giant squid, with supple tendrils that end in talons sharp enough to rend stone, and nimble enough to carve the thousand beautiful icons flanking the path to its lair.

The Pediatrician has laired in Yurihonjo for at least five centuries, quietly and mostly without incident. Unlike other elder *oni-lords*, the Pediatrician does not actively seek conflict and spends most of his existence in dark contemplation. The demon earned its name from the bargain it has made with Black Japan's parents.

The bargain is a simple one.

A child, dead of misfortune or disease less than 72 hours, who is placed beneath Hottai Waterfall for an entire night will return to life, via *raise dead.* The demon's skill, and

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the natural power of the place, accomplish the miracle. However, for every child resurrected, an elder demon emerges from the Black Else's freezing seas into the lake. These immigrant demons do not hunt in Yurihonjo, by ancient treaty, but quickly make their way to hunting grounds throughout Japan, to spread evil and misery. Thus, the Pediatrician controls demonic access to the Earth Realm, and is well respected amongst demon-kind.

The Pediatrician is both powerful, knowledgeable and honorable, and is worshiped, rightfully, as a grim local *kami*. The Pediatrician will converse peacefully with properly respectful visitors, and enjoys philosophical debate. The Pediatrician holds that the service it offers (and how readily this service is accepted) proves humanity is fundamentally and irredeemably selfish. Parents will willingly condemn other children to torture and death for their own precious child to live again.

Iwate's Onsen			
d10	What is unique about the Ryokan?	The Onsen's Blessings (even)	The Onsen's Curse (odd)
1	An old and storied inn from the late 1800s, rebuilt multiple times	Bathers are affected as if by a *Blushing Dildo*	A plump, seductive Sazae-Oni preys on male visitors, preferring high school boys.
2	Hiking trails nearby as well as access to spectacular natural views	Kami particularly enjoy this onsen and might grant boons to polite human visitors	A Yakuza clan runs the onsen, and uses it as a front for gang business, drug sales, and occasionally dumps bodies in the caverns beneath the inn
3	The ryokan is owned by a family of Kitsune who keep their supernatural nature secret	Soaking for at least half a day removes a year of wear & tear from the bather's age	The onsen is the site of an ancient Haunt created by the suicide of a guest.
4	The ryokan is shockingly modern and includes high tech amenities and very fast wifi (POETICA love it!)	Visitors have the best sex of their lives for a day or two after bathing	Those visiting the haunt enjoy financial success for a few months, but inevitably it all comes crashing down.
5	The ryokan was recently reopened after some noteworthy, non-supernatural scandal or tragedy	Popular among idol singers and Japanese celebs- provides a +1d6 bonus on Perform checks for a day or two after bathing.	A Jinzu demon hunts here.
6	The ryokan is one of the newest in the region, offering great bargains to attract customers	Women who bathe here can conceive and carry a healthy pregnancy regardless of age or medical problems	Last year, a visitor was lost to the Tatakama, and it may just happen again….
7	The ryoken is extremely hard to find and well off the beaten path	Artists who bathe here find themselves producing erotic masterpieces	Teenagers who bathe here commit horrific acts of violence a few weeks later
8	The onsen is only ever open at really odd, inconvenient or off-season times	Bathers are cured of addiction to drugs or alcohol	Bathers become prone to eating disorders and other psychological ailments
9	The onsen is run by an old man- a veteran who did incredible or horrific things during WWII	Those afflicted with terminal cancer might find their symptoms in remission	Multiple Breath of the Onsen hunt here and use the onsen as a spawning ground
10	The ryokan is right next door to a love hotel and the two businesses compete fiercely	Those who bathe here find themselves changing in strange ways- mutation, gender fluidity, the transformation into a new species, ect	Elderly who bathe here take a turn for folk the worse health wise

THE PEDIATRICIAN

LE Intermediate God
Domains and Subdomains: Death (both), Healing (resurrection), Madness (nightmare), Water (ice)
Favored Weapon: Naginata

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MOUNT NYUTO

Semboku, Akita Prefecture

Mt. Nyuto's name means 'nipple' because the peak resembles the nipple of a woman's breast when viewed from afar. Shallow caverns near the wooded peak are etched with Jumon-era artwork.

A female Wizard or Witch (who must possess the Busty Extreme trait) can study the cave drawings over at least 10 hours; a successful DC 20 Linguistics check allows her to learn 1d3 random Busty arcane spells. However, Mount Nyuto is not without risk. The ghost-ooze known as ***Breath of the Onsen,*** almost extinct elsewhere in modern Japan, is common around the mountain.

IWATE'S ONSEN

Iwate is a volcanically active prefecture, with massive geothermal power barely concealed just beneath the fertile soil. As a result, Iwate prefecture has centered its economy around a thriving *onsen* industry; dozens upon dozens of *onsen* can be found in out of the way forests throughout Iwate.

Most are simply places to relax and enjoy the serenity of nature and the scalding minerals of the water, but a few of Iwate's Onsen are much stranger. If you want to build a random, supernaturally active *onsen* and related *ryokan*, roll 3d10 on the chart on page 27. You can give your onsen both a blessing and a curse to make it multifaceted. Alternatively, roll a dice to see which of the two options you get. In this case, evens give you a blessing, and odd numbers give you a curse.

THE NUDE GATE

Lake Tazawa, Iwate Prefecture

A small sheltered cave on the shores of Lake Tazawa is a little known natural hot spring, as well as a semi-stable *torii* to the Tatakama. Opening only during the hottest days of late spring and early summer, the "Nude Gate" will allow passage to a rather tranquil fishing village known for a large population of Tanuki. However, as this name implies, the torii is accessed through the steaming waters and will only allow passage of living flesh. Those wishing to cross into the Tatamkama (or to return), must do so completely nude.

CHUSAN-JI TEMPLE

Hiraizumi, Iwate Prefecture

This large Buddhist temple dates back to Japan's pre-feudal period, when Iwate was the frontier. Dedicated to Amida Buddha, the temple features a massive golden statue of the Buddha, serene and massive and gleaming. Roadside

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shrines displaying smaller, roughly life-sized golden statues of Amida Buddha flank the road leading to the ancient temple. This is a safe place; no oni dares venture near Chusan-Ji Temple upon fear of death.

The smaller golden Buddha awaken and animate, fighting as serene golems, when evil approaches the temple. They are silent and merciless in their battle against evil; the statues will animate and attack even good aligned player characters of the undead and outsider types, unless the character approaches reciting Buddhist sutras. The gigantic Buddha guarding the temple has the same capability for animation the smaller idols do, but will only rouse itself for the final battle against evil. Should a world-shaking horror like the Genbu or Shingami awaken, the **Great Golden Amida Buddha** might, just might, awaken to fight alongside Japan's heroes.

Victims of an *oni* incursion have good cause to visit Chusan-Ji. The half senile old abbot knows the secrets of ending demonic pregnancies and breaking curses. He doesn't judge, nor does he speak much- he just does what needs to be done.

THE ONI KENBAI FAIR

Kitakami, Iwate Prefecture (occurs in early spring)
The Oni Kenbai Fair is an old dancing festival celebrated in early spring, as the cherry blossoms burst into bloom. Costumed dancers wear *oni* and *tengu* masks and perform displays of agility and ritual swordsmanship for the tourists. True *Oni* of all breeds and sorts come to Iwate, hiding in plain sight among the costumed revelers. In mockery of the Assembly of the Gods, the *Oni* meet at Iwate each spring to plot, scheme, plan and even, occasionally, celebrate the marriage of one demon to another or the birth of a new black prince.

By ancient treaty, the assembled oni do not prey on Iwate's citizens during their annual assembly, knowing all too well that incautious feeding would attract heroic attention and deprive them of their sanctuary. Likewise, the oni are

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expected to leave old feuds and hatreds behind during the Oni Kenbai, though in practice, a few demons always end up slain during the festivals, if their rivals think they can get away with it.

This year's topics of discussion include, in order of importance to the gathered oni….

- Setting the Hibagon's Night Stadium schedule of appearances and games for the coming baseball season.
- The question of the Tottori Horrors. These black, rubbery creatures are not traditionally demons, but are dangerous in the extreme, and the *oni* are rapidly losing territory to these interlopers.
- The renewal of treaties and contracts with the Amakaze, and the question of whether or not to accept a treaty with the Ubume Empress. Many oni are cautious about associating too closely with the Ubume Empress, as she is a servant and harbinger of Christianity, and despite their evil natures, most oni are staunch Buddhists or Shinto practitioners.
- A 'recipe contest' involving specially bred and ritually slaughtered pre-teens presented in horrifyingly creative manners.

GAME RULE INFORMATION: THE ONI KENBAI FAIR

Like the Assembly of the Gods, the *Oni Kenbai* charges the prefecture with a supernatural miasma, that ordinary humans can feel at the edges of perception, but not consciously articulate.

- All spells with the Evil descriptor are Quickened, as if by the Quicken Spell feat, while in Iwate during the Oni Kenbai.

- Conjuration spells that summon creatures have their durations doubled, as if by the Extend Spell feat, while in Iwate during the Oni Kenbai. However, summoning spells that conjure evil creatures cannot be dismissed during this time.

SEASONAL FESTIVALS

Japan celebrates the changing of the seasons with elaborate and boisterous street festivals. In addition to festivals celebrated throughout the country, each village, city and prefecture has its own local festivals, honoring local *kami,* or celebrating some local legend or bit of history. These street festivals are often surreal affairs- revelers dress in traditional and colorful kimonos and wander through streets lined with temporary merchant stalls.

Dancers and drummers perform for the crowd. In most festivals, the community's strong men carry religious objects through the street, displaying them to the public. Depending on the festival, these holy objects might be colorful wreaths made of flowers, small wooden Shinto shrines, portable (or not so easily portable) statues of the Buddha or a popular deity, or even enormous logs carved to resemble a man's penis, during fertility rituals. Local stores and restaurants sell their wares on crowded and noisy sidewalks, and party-goers enjoy beer and sake by the gallon, washing down exotic fair food.

The most famous public festivals occur in late March and early April, and coincide with the blooming of Japan's cherry blossom trees, which herald the beginning of spring. The cherry blossom festivals are known as "hanami" and are eagerly anticipated events. In the weeks leading to the *hanami*, Japan's TV meteorologists begin tracking the 'cherry blossom front'- the warm air mass from the south that brings spring with it.

YAMAGATA, A PREFECTURE LONG IN DYING

At their core, the Amakaze are a coalition of bitter old men terrified of their own looming deaths and jealous of the young. So many Amakaze have lived in Yamagata Prefecture for so long, and worked such dark sorcery there that the countryside has been permanently warped. This necromantic aura prolongs life, but it does nothing to prolong the joy of life, and as a result Yamagata has the highest percentage of population over 65 years old of any prefecture in Japan.

- Living creatures who spend at least 18 months within Yamagata Prefecture have their maximum age category extended by 10 years. A creature who leaves Yamagata Prefecture for longer than a month loses this benefit, until they spend at least 18 additional months within the prefecture's borders. A creature past his natural maximum age when he leaves the prefecture dies within days.

- Yamagata's energy flows are strongly tinged with necromantic magic. Increase the strength of any necromantic magical aura by one category within the prefecture (faint becomes average, ect). Necromancy spells cast within the prefecture have their caster level increased by one.

- In addition, all non-good undead within the prefecture gain Channel Resistance +3, or improve their existing Channel Resistance by three.

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OBANAZAWA, YAMAGATA PREFECTURE

Obanazawa is a small, relatively backwards village within Yamagata Prefecture. While locals carry modern iPhones (which get crappy reception), and drive late model mini-trucks, technology for the most part stagnated somewhere in the 1960s, with some parts of Obanazawa looking like something from the Meiji-era. Obanazawa is among the coldest, and certainly the snowiest, places in Japan. Even in summer, temperatures rarely rise above bone-chillingly frigid. During winter, white out blizzards that blank the skies of this remote village are common.

Even during good days, television and phone reception is spotty, and its difficult to get a line to the outside world. Internet service is all but non-existent. During winter, the intense snows often close the routes into the village for weeks.

Obanazawa's heart is an old temple built around a permanent *torii* to an elemental place of absolute ice. Icicles decorate the temple even in summer, and icy elementals often cross between worlds here. The current master of the temple is a half senile, sleepy eyed old man named **Jumo** (NE male burakumin human Cleric 8). Two and a half centuries ago, a mountain witch, an ice-woman, gave birth to him in these mountains. He guides the town, letting it change only superficially, and still feels Obanazawa is becoming too modern.

He occasionally arranges for the abduction and sacrifice of particularly impudent teenagers or businessmen he disapproves of (such as a would-be music store owner, investors in a plan to bring a *Freshness Burger* franchise to the town, and others). Many of these sacrifices end up fueling the occult rituals the **Amakaze** conduct throughout the prefecture. Jumo is an unwitting minion, but a very effective one.

ADVENTURING IN OBANAZAWA

The intense cold here affects mystical energy flows.

- Cold spells and effects are Maximized, as if by the Maximize Spell feat.
- Fire spells and effects are impeded, and are cast at -2 caster level.
- Spells involving high technology or duplicating modern effects are also cast at -2 caster level.
- POETICA hate it here.

RYUSHAKU-JI TEMPLE

Yamadera, Yamagata Perfecture

The Ryushaku-ji Temple was founded during the 9th Century by priests who carved the structure out of the living rock of the mountain. This cavernous monastery is built around a sacred flame that has not gone out in more than 11 centuries, and is the sole bulwark against the necromantic taint that otherwise corrupts Yamagata Prefecture. A thousand stone steps, flanked by statues of lions and snarling gods is the only approach to the mountain-top monastery. In the past, and surely again in the future, evil outsiders and undead besieging the temple have perished upon these stone steps.

Ryushaku-Ji Temple is home to an old splinter of the **Ramat Sect**. The monks of the Ryushaku-Ji Temple are distinguished by their brown and saffron robes. As with all Ramat Sect faithful, these monks make battling the undead their primary concern. However, Ryushaku-Ji monks do not believe that humans and Goryohime must fight this great

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battle alone. While Bonded Priests and their Goryohime partners form the nucleus of the temple's fighting strength, local *Kami*, three *Kitsune* bloodlines and several *Futakuchi* sent from heaven itself all contribute to the struggle.

Kota Inoue (NG venerable male human Bonded Priest Cleric 11) is the temple's master. He is a rather pudgy, forgettable man in his fifties whom smiles easily and often. His partner is **Usagi Himura** (CG female ninja Goryohime Hentai Hero 3/Rogue 4) who wears a kitsune *noh* mask into battle and false fox ears everywhere else. Despite rumors to the contrary, they have never been lovers. Inoue calls his partner his daughter, and whenever he dies, he has left instructions that Usagi will take tactical command of the temple.

At Inoue's urging, Usagi has forged a strong alliance with the daring *Kitsune* activists of the **Dakiniten Legal Assistance** office, in Saga. The Ramat Sect provides muscle (in the form of Goryohime soldiers) and magical weapons as needed, while Dakiniten Legal Assistance provides intelligence. The alliance is cemented by Usagi's romance with **John Naruto** (CG Male Kitsune Smart 3/Investigator 5). Their wedding is planned for the spring, when the cherry blossoms bloom, will mark the first time a Goryohime in the Ramat Sect's employ has received the very human ritual of marriage.

Old Mashashi, the master of the larger Ramat Sect, holds nothing but contempt for the saffron-clad moderates of Ryushaku-Ji. He officially forbids joint operations between his Bonded Priests and Inoue's, and has threatened Inoue with everything short of a truck bombing if he officiates his 'daughter's' marriage.

Several religious goods stalls and souvenir shops can be found up the hillside leading to the temple. Most are traditional crafts by local artisans, such as naturally dyed silks, wooden toys, prayer beads, Buddhist luck charms, pottery and religious candles. However, one of these wooden market stands is run by the elderly **Konno sisters** (LG venerable female Human Cleric 2) **.** The Konno sisters offer a rather meager assortment of Buddhist magical items- mostly curative potions, scrolls and *ofuda* of divine protective magic, and a handful of wondrous items. None of the items have a caster level higher than 2nd, as despite their great age, the Konnos were less than diligent students of the scriptures.

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GAME RULE EFFECTS: RYUSHAKU-JI TEMPLE

The necromantic effects that extend throughout Yamagata Prefecture do not affect the town of Yamadera nor the mountain temple. The temple provides a constant *Protection From Evil* effect (CL 15th) that extends throughout its environs and protect the temple's inhabitants.

Both these affects are tied to the temple's eternal flame. If it is extinguished, 2d4 hours later, both these effects cease. If the eternal flame is doused, it can be relit by an hour long ceremony, which must be performed by either a Buddhist Cleric or Monk of at least 12th level, and involves the sacrifice of rare woods and local herbs worth 5,000 gp/DC 23.

THE UTAMARO ORCHARDS

Yamagata, Yamagata Prefecture

Yamagata Prefecture is home to the finest cherries in all Japan, probably in all the world. The world famous **Utamaro Orchards** is the centerpiece of the cherry trade. In addition to the working orchard, staffed by hundreds of pickers during the peak season, Utamaro Orchards is comprised of palatial estates owned by some of the wealthiest men in Japan. The most senior **Amakaze** have summer homes scattered around Yamagata, most of which overlook the cherry orchards.

During the first week of February, while the ignorant mortals celebrate a snow lantern festival in the surrounding town, the Amakaze come together to bless the orchards in their own way. For every sixteen trees in their orchards, they slit the throat of one human child and leave his or her body half buried in the mud and melting snow. Children are imported from across Japan and Asia in the weeks leading up to the sacrifice, and are kept in pretty prisons hidden in the basements and barns surrounding the Amakaze's estates. Foreign children are preferred, as their deaths are less likely to attract the attention of Japanese police, and by long standing tradition, only human children are murdered. To sully the cherry fields with the death of a Kitsune or a POETICA would destroy them…..

THE GHOSTS OF MURDERED CHILDREN

Ubume begin bleeding to death when they step into the Utamaro Orchards, due to the pain inflicted on so many children, for so many centuries. (FORT DC 16 or suffer ongoing Bleed 2 for as long as they remain in the orchard; affects Ubume normally immune to Bleed and save is repeated each minute.)

In the dark of night, visitors to the Orchard might see the ghostly, blood red apparitions of murdered children, reliving their last horrible seconds of life. Some of the most heart-rending are:

An eight year old boy, probably British or American, impaled from anus to throat by a spear of cherry-wood….
A seven year African girl, her extremities broken by phantasmal back-hoes and left to die in the dirt…
A nine year old Asian girl, maybe Korean, raped to death as her face is pushed down into the mud…
A nine year old Japanese boy, curled up defensively, being kicked to death by billionaires….

THE KIMODAMESHI DEVELOPMENT

Yamagata, Yamagata Prefecture

The exclusive, well-guarded and staggeringly beautiful Kimodameshi Development is the exclusive preserve of some of Japan's wealthiest and most influential men. Built as a series of terraced homesteads on a low mountain range overlooking the Utamaro Orchards, one's social position is aptly reflected by the height of their mansion against the mountain. Even those with the least dramatic view- at the bottom of the hill- are multimillionaires from families with impeccable heritages. Those whose mansions are built towards the peak, and command a dramatic view stretching for fog-shrouded miles are the beloved pawns of the Amakaze.

ADVENTURING IN THE KIMODAMESI DEVELOPMENT

The exclusive Kimodameshi Development is a place of quiet horrors, but horrors none the less. Amakaze-paid private security forces are coldly polite, yet competently intimidating to any ordinary person who merely drives within a kilometer of the development's sole gate. While these well drilled, impeccably dressed security contractors are more than enough to dissuade mortal media and ordinary trespassers, they are far from the only line of security.

Occult wards and demon-bound guardians patrol the wide lawns and private gardens that separate the mansions. At night the development is utterly silent, as no natural animal howls or chirps, as if all the natural world is rightfully terrified of what stalks the night. Elder oni lords and senior **Amakaze Executive Board Members**, among other supernatural power-mongers often visit the residents, and are politely received by proud householders. Several of the mansions are **Slave Holder Mansions** - alive and hungry, and dedicated to the protection of their dark owners and the advancement of Hell's schemes.

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Other guardians include **Bunraku-66** androids disguised as personal secretaries, **Binbogami** and **Kanedama** gunslingers, **Oni-Marrow Elite** private security contractors, and even **Hitobashira** deep in the mansions themselves or in the fields. An open assault on the development is suicide at best.

THE MINOR AMAKAZE OF THE KIMODAMESI DEVELOPMENT

The highest levels of the multi-tiered development are the exclusive domain of minor Amakaze lords. Below are just some of the Amakaze loyalists who make their homes in the development.

Any or all of these well-dressed monstrosities can easily be represented by the Amakaze stat-block.

- **Eiji Jinmu** controls seven pharmaceutical and medical mega-corps, and his mansion has a rather *kawaii* pill logo over the entry to the soaring main foyer. He is an internationally renowned car collector, with more than 150 classic cars and elite, hand-built sports cars in a hermetically sealed, multi-story automated garage. His mansion, his family and most importantly, his 1.3 billion dollar car collection, are protected by lethal living machines called *Battlechangers.*

- **Hideki Shigeru** owns real-estate throughout Japan and Hawaii and resides in a relatively modest, almost humble mansion on one of the highest tiers. The peevish little man lives alone except for a harem of POETICA maids and housekeepers and is a favorite underling of **Dr. Momonjii**. He occasionally plays host to the good doctor, and takes time to show off his favorite hobby- the vivisection and reassembly of POETICA with 'improper' attitudes.

- **Akai Shoda** owns a restaurant supply mega-corp and is firmly in the pocket of the **Twelve Golden Amakaze.** His lavish, maze-like mansion is approached by a line of 25 massive vermillion gates. His cannibal banquets are widely celebrated, and flesh-devouring aberrations prowl the tamed forest encircling his home, attracted by the scent of cooking blood.

- **Ueno Showa** is a publishing giant, producing phonebook-sized manga digests of the kind the conservative Japanese media likes to scapegoat for all societal ills. He was personally responsible for Japans lack of criminal possession laws for child pornography until well into the mid-2010s. His home is

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the stereotypical otaku's lair, with 2D artwork on every wall and a multi-billion yen toy and figure collection. Garish and tawdry life size anime statuettes of various lolicon and shotacon starlets in states of undress decorate the lawn.

- **Chief Superintendent H. Naruhito** is a former senior Tokyo Metropolitan Police officer who made himself very useful to the Amakaze during his 25 year tenure with the TMPD. After his retirement, he took command of the development's private police force and was allowed to take a relatively small mansion down the hill, within sight of the main gate. Naruhito has killed for the Amakaze for so long he genuinely takes pleasure in the doing, not in torture or the infliction of unnecessary suffering, but in efficiently executing an annoyance and knowing he's above the law. The satisfaction of hard work- in this case, wet-work for the true masters of Japan, drives him.

KOGANEYAMA SHRINE

Sendai, Miyagi Prefecture

This ancient shrine dates to the 8th Century, and has been destroyed and rebuilt multiple times. The shrine's impressive roof is richly carved wood, arranged in multiple tiers and swooping pagoda, inlaid with golden ornamentation. Legend holds that a pilgrim who prays at the Koganeyama Shrine for three years in a row will have prosperity…. The legends are truer than the modern world knows.

The Amakaze would love to burn the Koganeyama Shrine to the ground (again), because it offers a chance of economic freedom from the modern world and its markets. However, they know that an open assault would only increase the shrine's legend, and the priests would just rebuild the place, as they have many times before. Many of Japan's Freeters make the three pilgrimages here, and earn a decent (but not lavish living) as urban farmers, independent handcrafters or street performers who play old Japanese instruments very well.

IN-GAME EFFECT: KOGANEYAMA SHRINE'S BLESSING

A character who visits the shrine each year for 3 years receives a permanent +10 holy bonus on Craft, Perform and Profession checks to earn a living. However, the skills so affected are those that were common during Japan's feudal period (for example Craft (woodcarving), Profession (fisherman), Perform (shimiasen) and so on). The shrine's magic only affects the character's highest ranked Craft, Perform or Profession skill.

TASHIRO-JIMA

Ishinomaki City, Miyagi Prefecture

Nicknamed "Cat Island" by the locals, Tashiro-jima is a small island home to fewer than 100 human souls, but tens of thousands of semi-tame cats. Long ago, Tashiro-jima was a center of the silk trade, and its residents protected their valuable silkworms with cats, who ate the mice that threatened them. Of course, even though the silk industry died long ago, the tradition remains.

Most of Tashiro-jima's human residents are elderly, and the two tiny villages dotting the island are going to die off completely, sooner or later. However, the island's feline population outnumbers the humans by an order of magnitude or three. Dogs are not allowed on the island, and the locals dote on the vast packs of semi-tame strays. For Nekomusume, the island is a kind of mystic promised land. Any cat-girl capable of escaping from Tokyo alive probably heads to Tashio-jima sooner or later. The elusive feline village '**Nekoshima'** hides in the woods, mostly unnoticed by humanity, though a few of the islands grandmothers leave treats and toys for the local cat-girls from time to time.

The greatest threat to Tashiro-jima's quiet serenity is external. Through a dummy travel company, the Akaname have booked 'hunting tours' to Tashiro-jima for TBMS employees. These blue-collar thugs are turning the entire island into a free-fire zone, and may have effectively ruined the cat-girls' first attempt at building their own society.

Nekoshima is governed (badly) by **Reos** (CN male samurai Nekomusume Barbarian 11), a rare tom of the species, born in Kyoto back alley. He's instantly recognizable in his makeshift leathers, styled in imitation of an o-yorai. His tiger-orange pelt is scarred with old burns- when he was only a year old, he freed a dozen catgirls from the back of a TBMS catch truck with moltov cocktail in one hand and a sword of scrap in the other, but was caught in the blast radius when the gas tank went up. It's emblematic of his leadership style- he acts boldly without thinking, and ends up creating more crises than he solves.

Reos wants to fight. He desperately wants to fight, but no matter how many vacationing TBMS thugs he guts, there will always be more, and the rest of his tribe is far less competent than he. In fact, the thrill of the hunt, and a chance at taking Reos' elusive and lethal pelt, has only drawn more, and better hunters to the island. Reos solution….kill more of the fuckers. Reos plans a hard, retaliatory strike against the TBMS main facility itself if the hunts continue.

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FATALLY FLAWED NEKOSHIMA

Nekoshima is a simplistic camp erected in the forest, a collection of tents and scratch-built huts. There are only a few permanent structures in Nekoshima, and most of these are repurposed sheds and stolen outbuildings retrofitted to serve as homes or store-houses. This rough shelter is home to a population of free Nekomusume that Reos rules by right of strength and virility, but his rule is far from unquestioned. The colony's cat-girls (even the dimmest) tend to be smarter than him, and while he enjoys the rugged life, they have a host of ideas for fundamental improvements to the colony. A few high-school aged cat-girls from **Tama Town** have shown up with supplies, hand-me-down clothes and old JSDF field engineering manuals they downloaded and printed out. Reos is always happy to see cute new cat-girls in *his* colony, but is a bit leery of any ideas he didn't think of himself.

More than one catgirl has abandoned Reos' colony for a more civilized life in Tama, to the scarred tom's endless, impotent rage. He's tried abuse, tried sex both consensual and somewhat otherwise, even buried a sweet calico named *Dobu* far into the woods, where the smell can't carry. He still hasn't been able to fully staunch the flow and is too dim to think of any real solution.

SITES WITHIN NEKOSHIMA

There are only a few important places within the village. Mostly Nekoshima is a loose arrangement of pop-tents and cook stoves arranged in roughly concentric circles. One of the residents, who now only answers to **Library-Tan** (NG female Nekomusume Expert 2) has a fairly large collection of stolen books in a set of waterproof suitcases in her tent. She teaches the younger cat-girls to read and wants to rip out Reos' trachea but lacks the strength.

Likewise there is a distinctly non-traditional shrine to Inari and Amaretsu in a metal shipping crate stood on its side. Cheap ceramic statues bought from a 100 Yen shop are crowded by stuffed animals and construction paper *ofuda*. It is tended by **Aso** (NG female Nekomusume Acolyte 3), an immature, inexperienced cleric of Inari who doesn't like to be touched after what she endured during her time in slavery.

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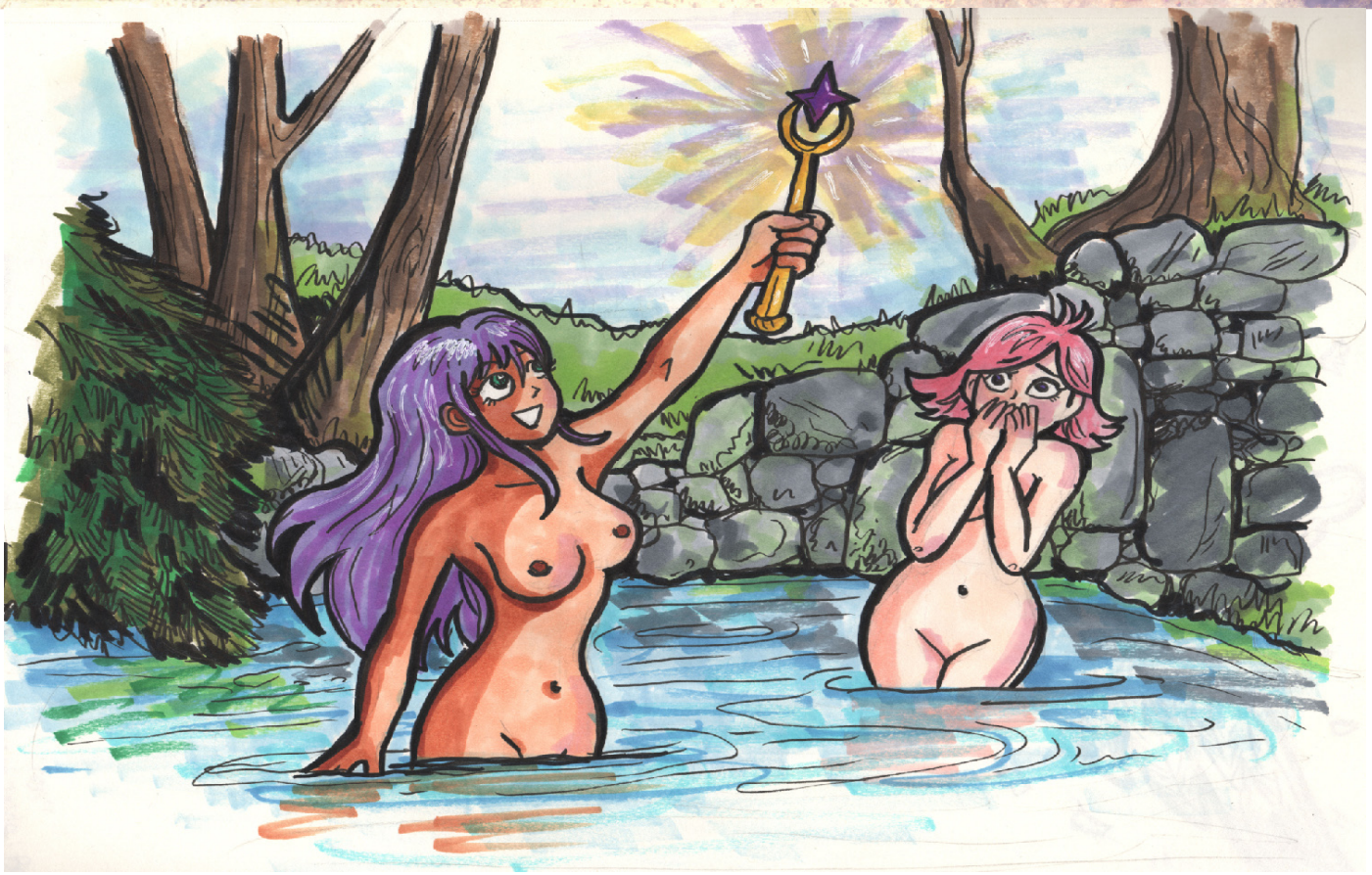

THE FIVE COLORED LAKES

Near Mt. Bandai, Fukushima Prefecture

These small caldera-lakes were formed by a volcanic detonation in the late 1800s; the eruption leaked minerals that gave each of the five small lakes a unique color. These colorful, bubbling lakes are popular with both male and female *sentai*, a place for weary heroes to refocus, restore their heart and renew their powers.

WANDS FOUND IN THE WATERS

Occasionally, courageous young women find an enchanted Cute Wand or similar occult weapon beneath the colorful, faintly luminous waters. Nobody seems to know who places these weapons here, and the prevailing theory is they simply coalesce from occult minerals in the hot springs themselves, activated by the pure heart of a girl.

If a human female (or at least non-male) human of any good alignment bathes nude in one of the lakes, there is a chance she might discover a glowing wand of glass and occult gemstones bubbling into form between her legs. The game master determines this, but usually only extends this benefit to young, first level heroes, possibly as an explanation of how a previously ordinary girl got started on the heroic path.

Wands and Staves found in this manner are generated randomly, usually with minor enchantments placed on them. A hero who loses a wand granted by the waters might return to the Five Colored Lakes and bathe in the lake of

Magic Wands of the Five Colored Legs				
D6	Type of Weapon	Enchantment Bonus	Weapon Enchantment	Provides a +1d4 competence bonus on the following Skill check
1	Cute Wand	None (masterwork)	Glammered (into a pen, piece of jewelry or bracelet)	Perform (sing) or Perform (dance)
2	Cute Wand	+1	Pleasuring	Swim
3	Heart Wand	+1	Limning	Acrobatics
4	Heart Wand	+1	Merciful	Bluff
5	Orb Stave	+1	Bane (probably dragons, undead or monstrous humanoids)	Diplomacy
6	Crescent Stave	+2	Roll twice	Knowledge (arcana) or Knowledge (religion)

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her designated *sentai* color in hopes of being gifted with a replacement wand by the place's *kami.*

You can roll 4D6 to randomly build a magical wand or stave. If you get a wand or stave with no enhancement bonus, do not roll on the Weapon Enchantment column.

THE CRYSTAL COVE

Nobody can really figure beautiful shop actually sells; local guides list it as an art boutique or jewelry shop. The proprietress is the glamorous **Ryoko Talle** (LG female Noble Kami Sorcerer 9) who is always seen in the finest evening gowns, always jet black to match her lustrous hair and bedecked in millions of yen worth of fine gems and jewels. Her wings are crystal, and she hides them in plain sight as part of her *haute couture* look.

Madame Talle sees herself as a patron of magical girls throughout Japan. She specializes in abjuring and conjuration magic, focused through exotic, shining gems culled from the beaches of the Five Colored Lakes, and strange wands found within the waters. She will often equip magical girls from poor families at no cost, but expects regular reports on their progress in the 'endless struggle against darkness'. Despite her idealism and basic goodness, Madame Talle is no friend of the Ramat Sect nor the Eyrines Sisterhood, and grimly warns young heroines away from both factions. Both groups offend her highly evolved sense of propriety.

THE FUKUSHIMA DERAILMENTS

Various Sites, Fukushima Prefecture

Six months ago, a bullet train derailed just outside a tunnel near the Niwasaka station, killing half a dozen passengers and crew. Three months ago, a similar incident on a line a few kilometers away killed another three passengers and destroyed another passenger train. In both cases, sections of the track had been warped, as if by extreme heat, and the bolts holding the tracks together slagged. The crimes are reminiscent of a never-solved string of sabotage that occurred soon after WWII, only perhaps more dangerous given the greater dependence on rail travel in modern Japan.

Survivors report a ghostly vision, an old, stooped Japanese man dressed in archaic clothes and wreathed in black flames, sobbing at the edge of the tracks in the seconds before the accident.

TETSUJIN MUSTERING SITE

Outside Fukushima City, Fukushima Prefecture

Hyabusa Heavy Industries holds government contracts to assist with disaster recovery efforts within the *Exclusion Zone*, spearheaded by legions of Tetsujin robots. The tireless light mecha work 16 hour shifts within the Exclusion Zone and return to their mustering site about a mile outside the hazardous area for decontamination, recharge and a brief period of relaxation before a new shift begins.

The Tetsujin's mustering site is a huge cleared field with a variety of construction trailers that serve as shelter and recharge sites for the robots. The Tetsujin haven't had much time to make their camp home. The best they've done is hang colorful zig-zagging streamers in a loose border around their campsite, and during off duty hours the camp rings with the high clear voices of Tetsujin mecha singing.

ABYSS NESTING GROUND

Fukushima Daiichi Reactor, Fukushima Prefecture

The heart of the damaged *Fukushima Daiichi* reactor complex has become a bizarre nesting area for the enigmatic **Abyss** super-predators. The resident Abyss have spun webs of stringy black bio-steel from the shattered cooling towers and between outbuildings- thick, durable strands that correspond to no element on Earths' periodic table. The black webs hum with barely contained power, and occasionally groan or whine as Abyss creatures move through their nesting ground. Strange, violet lightning sparks in the night, sometimes.

Vast swarms of **Abyss Quirks and Abyss Phantasms** circle the ruined nuclear reactor like flocks of locusts. The Abyss are strangely passive here. They take no notice of the few creatures still moving on the ground, though they might occasionally swarm and disintegrate large noisy ground vehicles like construction equipment or heavy trucks. Even Tetsujin workers sent into the reactor to render it safe are usually unmolested, as long as they leave the Abyss' modifications to the facility alone.

A single **Abyss Witch** with a distinctive fuselage resembling the angular lines of a stealth bomber, is sometimes sighted in the skies above Fukushima. She seems to nest in the radioactive waters just beneath the damaged reactor, lairing somewhere deep under the waters. She has unusual radioactivity-based powers and can biologically generate MASER weapontry, giving her an impressive shoot down count. At sunrise and sunset each day, she emerges from the waters and generates a completely silent, binary code "data-howl" that shuts down local communications networks for several minutes and gives Tetsujin and other living machines something that can

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be described as the mechanical equivalent of a migraine. Her data-screams are unintelligible and represent no known language, but those 'hearing' it experience a profound sense of loss and loneliness.

"ONI ZONES"

Throughout Fukushima City, Fukushima Prefecture

Several areas of Fukushima City were all but destroyed in the 2011 earthquake and tsunami, or were rendered unlivable as a result of radiation exposure. Locals refer to the areas still excluded by hurricane fencing and caution tape as 'oni zones', because a variety of criminals and unnatural predators have taken over the ruins. Some of the local 'oni' are human dealers who came north to Fukushima in the wake of the disaster, to sell sleeping pills to traumatized, displaced survivors. Others are Ironclub, down from Hokkaido, drawn by the scent of misery and incipient violence. The two factions of scum-bag- human and oni- have become more alike in the ruins.

The worst local crew are the **Adachi Boyz,** a motley assortment of human and Ironclub bullies too wild and undisciplined for the Yakuza. They shake down locals trying to rebuild, and steal from construction sites, reselling their loot down in Chiba. Hyabusa Heavy Industries wants a piece of the Adachi Boyz bad and are would pay good money for the tongues of the gang's leadership on a platter.

The current bastard-in-charge is **Big Tsumara** (CE male Ironclub Oni Combatant 6), a rapacious, sneering, capering bully nearly eight foot tall. His favorite weapon is a specially modified jackhammer stolen from an HHI job-site. He's done a few bouts in the **Rape Pure Fight!** tournament substituting his jackhammer for his cock, to the wild approval of the crowds, and is on the verge of graduating from grimy crime to true atrocity. Big Tsumara's gotten addicted to the thrill of lust-murder, even more so than the thrill of stealing and head busting. He's transformed the huge walk-in freezer of an abandoned super-market into a low end imitation of a Rape Pure fighting ring, and is holding cut-rate local events modeled on the real tourney. When **Taru Tsuyoi** finds out about the 'copyright infringement' going on up in Fukushima, he's going to kill everyone within five miles, up to and including any locals unfortunate enough to be nearby when it all hits the fan.

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BEAUTIFUL RUINED THINGS

Though Fukushima is still rebuilding, the city and prefecture both bear the deep scars of the 2011 Tohoku Earthquake. Some inspiration for things found in the ruins are below- you can roll D12 if you want or pick something that seems appropriate.

1. A pile of rotting stuffed animals and moldering flowers, left as a tribute in a place where children died, now long forgotten and crushed underfoot.

2. A badly weakened stretch of street or sidewalk that opens into a 10-20 ft deep sinkhole.

3. The inert body of a POETICA companion slain during the quake, half buried beneath the rubble, possibly still salvageable by a trained technician?

4. A ruined home, opened to the elements that has been picked clean by looters and lacks any survivors to claim what's left over.

5. Tiny, maddened *animated objects* deranged by the devastation, who only come out after the moon sets but before the sun rises.

6. A graffiti poem that is a rather eloquent argument against nuclear power.

7. An odd found-object sculpted 'gang totem' built from ruined street lamps and sign posts at the edge of an Oni Zone.

8. The same found-object gang totem…with a dying man or woman hanging from it, impaled and beaten into a coma.

9. An old market signboard from the weeks just after the disaster, with fading price stickers that are damn good evidence of disaster profiteering.

10. *Jinzo* haunting the ruins, preying on pregnant women and children conceived just after the disaster.

11. A *Teke Teke* who lurks in an abandoned school or hang-out for elementary or middle school aged children, and mutilates her former classmates in the same way she was mutilated by a collapsing structure.

12. A pack of former lap-dogs and house pets, turned feral in the wake of the disaster, scavenging for garbage and menacing any pets or familiars they catch scent of.

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Kanto Region

The central region of Japan encompasses Tokyo, one of the largest cities on the planet and namesake of the ***Black Tokyo Campaign Setting***. This chapter describes the Kanto Region, including Tokyo Prefecture, while the following chapter describes sprawling Tokyo itself.

MISHIKO STARNET

Mashiko, Tochigi Prefecture

Situated on a low mountain overlooking the picaresque town, The StarNet is a collection of more than 30 different shops and restaurants arranged in a five-pointed star pattern. A cobblestone courtyard, lined with trees and greenery, including some rare woods from the Tatakama that local botanists have been trying to ID for decades, is a popular place for lunch. Most of the shops are purely mundane- clothing stores, book stands, restaurants, souvenir shops, farmer's markets and pottery stores selling local wares. However, several of the stores cater to Black Japan's occult community, but only after the sun goes down.

After dusk, the StarNet is lit by fireflies and drifting ***anodoan*** ghosts. The arrangement of the StarNet's shops subtly shift, becoming a six-pointed star rather than a five pointed one. The shops built around the sixth axis of the StarNet all deal in magical and supernatural goods. These shops are half-world places, only accessible on the Earth Realm after night falls, and effectively invisible to mortal eyes. Mortal shoppers out for a late-night stroll in the StarNet happily go about their business, never noticing the strangeness in the air. Some of the myriad shops that can be found in the sixth axis of the StarNet include:

- **Miho Kamura**, a middle aged, four-tailed *Kitsune* fashionista runs a shop that deals exclusively in magical armor and cloaks made from fox skin, as well as exceptionally tasty potions of *Fox's Cunning.* Her half dozen Kitsune sons and daughters help her out, as well as working at four of the other occult markets in the sixth point.

- **Silky Stingray** is an occult lingerie shop selling an assortment of enchanted bras, panties and assorted underthings for use by prostitutes, AV idols and warriors alike. Silky Stingray is run by a rather elegant older woman named *Sylvia,* who is one of the staunchest supporters of the **Eyrines Sisterhood**. She offers enchanted, protective underclothes at

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cost to Eyrines Sisters on a mission, and will loan more expensive goods on an as needed basis to any one willing to fight for Japan's women. She funnels a goodly amount of her shop's profits into the Sisterhood's general operating fund.

- A well-lit shop called **Abunai CUT!** Sales both mundane and magical chef's knives. Their commercial blades are top quality, but their enchantments are weak and basic, at best. Their signature blades are in high demand by supernatural chefs and girl-butchers, and are enchanted to enhance an artisan's skill rather than his combat prowess.

- **Anoxia #1** is a high fashion boutique beloved by the prefecture's Goyohime, as well as students at the Hanging Academy willing to take the train north for unique Gothic Lolita fashions and accessories, not to mention bane weapons for use against the predatory undead. Anoxia #1 is owned and operated by **Rei Sudo** (N female human Gyaru Oracle 3), who survived her suicide attempt, but was left in a wheelchair by spinal damage. She wishes she could have joined her yuri lover at the Academy, but remains a good, if quietly resentful, ally to both the Hanging Academy and the Ramat Sect.

IMPERIAL RETREAT

Nasu, Tochigi Prefecture

Nasu is a place of profound natural beauty, with old growth cedar forests protecting out of the way onsen, ski resorts and traditional Japanese inn. Nasu is a wealthy tourist's paradise, and the Imperial Family has a well defended retreat deep in the forest. Most Japanese, if they think of the retreat at all, assume it's simply a lavish vacation home. That's far from the truth.

Heroes connected to the Imperial Family by blood can use the lavish country home (including the subterranean hanger, armory and mystically warded interrogation cells) as needed by the demands of their current mission. There is even a single **God Guardian** mecha in JSDF livery kept in ready-reserve at the retreat, though it hasn't actually deployed in more than thirty years. The Nasu retreat is often used as a staging and training area for operatives working in Black Tokyo itself. The Nasu retreat is far enough from Tokyo to be protected from the demonic attentions of Tokyo's predators, but close enough they're near to hand during a crisis.

THE FIRST AND MOST HELLISH SCHOOL

Ashikaga, Tochigi Prefecture

The first school in Japan was founded in Ashikaga long ago. That first school had its share of horrors, lost to history, as has every Japanese school since. Ashikaga is a favorite haunt of ***Black Teachers*****,** who gather at an *onsen* near the UN Heritage Site marking the historic school to gossip, scheme and compare notes upon the destruction of particularly promising children. Black Teachers often bring emotionally broken human children with them on their 'vacation', trading children amongst themselves or forcing them to fight until only one victim remains.

Demon hunters tracking Black Teachers know that when Ashikaga's preschoolers begin whimpering in their sleep and crying black tears that a gathering of the monsters is impending. The hunters scour mommy-blogs for what, at best, might end up only being a night's early warning.

THE SEVEN MOONLIT MONASTERIES

Kasama, Ibaraki Prefecture

The art of *akido* began in Ibaraki Prefecture, and though most of the world practices martial arts in strip mall dojos, the true art of akido remains alive here. The Seven Moonlit Monasteries are half-world fighting schools. They appear only on cloudless, moon-lit nights, fading like a mirage at dawn.

These days, the **Seven Moonlit Monasteries** only appear to Japan's poor and blue collar- low wage workers, factory men, farmers, convenience store clerks, fast food employees. Trudging home after a long shift, a select few of Ibaraki Prefecture's working poor might catch a glimpse of a misty, fog shrouded old temple far off on the horizon, beckoning them. Those who make the trek, and who show promise and discipline learn the secrets of the **Monk**, becoming modern fists of justice. The Moonlit Monasteries demand much of their students, who must also work full time to support themselves- the Monasteries' Monks quickly learn that sleep is a luxury for the rich, one the working poor learn to do without.

Each of the Seven Moonlit Monasteries is attended by a spirit master, a ghostly animal-lord who embodies his or her particular Monastery's fighting style. The Seven Moonlit Masters include: The Tiger Master, the Lion Master, the Crane Mistress, the Ant Mistress, the Monkey Master, the Horse Mistress, and the Crab Master.

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Each of the Seven Moonlit Monasteries has its own distinct character and fighting style. The Ant Mistress trains her students in painful jointlocks and favors paired, light weapons like sai or nunchuku, which adherents of the Ant Style wield as 'pincers'. By contrast, the Crab Monastery's students are rogue sumo, arrogant and crude behemoths who use their enormous size and lethal bulk to crush their opponents. The Horse Mistress' most favored apprentices are shapeshifters and pony-girl martial artists, who enhance their natural gifts with wondrous items that give them a half equine form. The other Moonlit Monastaries are equally strange.

Though competition between students of the Seven Moonlit Monasteries is fierce, true violence is staunchly prohibited by all seven of the Moonlit Masters, and is grounds for expulsion from the dojo.

The Seven Moonlit Monasteries present a united front against the Amakaze and any who would threaten Japan's working class…. Or indeed, the poor throughout the world. Monks of any of the Moonlit Monasteries are crusaders and modern vigilantes; they might be as easily found in the Niger Delta battling the oil industry's mercenaries, or in America leading Occupy protests, as they can be in Japan itself. Moonlit Monks are staunch allies of the Eyrines Sisterhood, and though they fight demons and supernatural evil when called, they have no great love for Japan's 'official' demon hunting agencies, like Police Section Seven or Chrysanthemum Seven.

THE LOCAL CORRUPT COPS

Police Chief More Watanabe (LE male human Monk 8) studied at the Crab Monastery during the early 1980s, before joining the prefectural police. He's been brutal but effective in his office since taking the chief's job near the turn of the millennium, even after losing his right arm in what he said was an on-duty one car collision a few years back. About three hours after he was medically cleared to return to duty, Chief Watanabe took down a serial train molester, making him a local hero all over again.

Obviously, Watanabe didn't lose his arm in the line of duty. Instead, he had it severed at the shoulder by a fellow competitor during his very first bout on the **Rape Pure Fight!** circuit. He'd signed up for the ultra-violent competition as a way to get back at an old rival from his Crab Monastery days, but lost so quickly, so spectacularly, he lost any chance at ever redeeming his honor. **Tsuyoi** is holding the humiliating loss, and Watanabe's highly illegal participation in a snuff-brawl, over Watanabe's head. As a result, the one-armed police officer has been forced to clean up a few Rape Pure under-cards taking place in and around **Mito**, Ibaraki's capital city.

THE DAIKOIN TEMPLE

Ota, Gunma Prefecture

Dating back to the early 1600s, this ancient temple has become an orphanage in modern days. The temple/orphanage has often been referred to as "kid raising Saint Donryu", and since the mid 1990s, it has become a sanctuary for Japan's unwanted, orphaned and unfortunates. A lot of the stylish punks racing in the Mountains of Jomo grew up at St. Donyru and carry the memories, fond or otherwise.

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LAKE YUGUMA

The Mountains of Jomo, Gunma Prefecture

Lake Yugama, near the peak of **Mt. Shirane,** is made dangerously acidic by volcanic minerals. For centuries, the placid green lake has been used to dispose of bound monsters that regenerate too quickly for any other means of execution to work. In olden times, pilgrims would arrive from every corner of Japan, carrying *oni,* trollkin and other horrors bound with iron chains and ofuda for execution in the bubbling natural cauldron. The bottom is littered with dense, stone-like bones and bits of chain too durable for the lake's acids to eat away.

Today, Black Japan's monster hunters have more convenient means of permanently destroying their prey. The local Yakuza clans make more use of Lake Yuguma these days- human bodies dissolve even quicker than bound *oni*.

MOUNTAIN DRIFT RACING

The Mountains of Jomo, Gunma Prefecture

The winding mountain roads running treacherously throughout the Jomo Range (which encompasses Mt. Akagi, Mt. Haruna, Mt. Myogi, Mt. Nikko-Shirane and Mt. Asama) are ideal for challenging racing. These rocky mountains have become the center of car culture in Japan, attracting drift racers from across the country. Anyone with a tuned car can race, and though supernatural creatures are welcome to compete with the local racing leagues, the use of any form of magic to enhance a vehicle is absolutely forbidden (though enchantments on drivers are not strictly disallowed).

The 'no magic' rule is strictly enforced by Gunma's current racing champion, who seems to have an uncanny ability to spot even the best hidden magic. The champion is the lithe and seductive Yakuza racer-girl who answers only to the streetname "**Dead Blue Fish**". Dead Blue Fish (CN female Yakuza Dodoma Rogue 8) is an anomaly, a woman who has excelled in both the male dominated worlds of both drift racing and the Yakuza. Her Gunma-based **Eel-Skin Yakuza Clan** is one of the few Yakuza clans to allow women to take their ink and work as equals. The Eel-Skin Yakuza make their living in auto-theft, gambling, protection and blackmail, disdaining drugs and human trafficking.

Dead Blue Fish is fighting a losing battle against the harder, more professional Yakuza clans pushing up from Tokyo and Chiba and she knows it. There are lines that she won't cross that the southern gangs will, and she's leaving money on the table because of it. Over the last few years, her Eel-Skin Yakuza has dwindled to a handful of staunch loyalists. Everybody else either died, left town or joined up with

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Gunma's Racers				
D6	The racer's driving…	The racer…	The racer's edge…	The racer's reasons…
1	An imported American muscle car tuned for maximum performance	A local high school or MHTU student	Too much money, which can buy top end parts and repairs	Racing for pink-slips
2	A quick Japanese subcompact, specially tuned for drift racing	The girlfriend or baby sister of a famous former racer	Supernatural heritage that imparts uncanny speed and reaction time	Racing for a chance to avenge the death of a loved one
3	A Japanese street racer painted with anime itasha style	A foreigner with something to prove	Daddy's an Amakaze, and he'll get the racer out of any serious trouble	Desperate for money and racing's the only way
4	A cheap late model sedan that's a lot faster than it looks	An adult professional, who was a drift racer in their youth, now returned to the circuit	Has the best mechanic in Gunma on their crew	If they win this race, a debt to local Yakuza gets forgiven
5	A Chinese or Japanese street racing bike	An ambitious loli or shota that needs help reaching the pedals	Has intimate knowledge of tonight's race course	Bored and looking for thrills, as interested as getting laid and high as in the race itself
6	A Euro-racer worth more than all the other cars in the race put together	A Kitsune who's been racing in one form or the other since the 1920s	Has a partner willing to take a crash to help the racer win	Anxious to prove their kind (foreigners, supernaturals, women, gays, ect) can race as well as anybody else

Gunma's Racing Teams				
D6	First Part: Team Name	Second Part: Team Name	Team Reputation	Supernatural Involvement
1	Speed/Swift	Star/Comet	Never won a race, but always tries their hardest	Nothing supernatural at all going on
2	Red/Crimson/Scarlet	Streak/Stream	Fights dirty, races to win	One of the veteran drivers has a necklace that augments his reflexes & driving skill
3	Blue/Azure/Cerulean	Race/Chase	More money than common sense	Some of the female racers trained with the Eyrines Sisterhood
4	Yellow/Gold/Canary	Drift/Spin	Bunch of stoners/ tweakers	One of the racers used to date Dead Blue Fish and knows her secrets
5	Black/Midnight/Ebony	Falcon/Eagle	Races like an elite military unit	Several of the racers are Kami or Doujinishi or other races which can easily pass for human
6	Force/Impact/Strike	Shark/Dolphin	Bunch of high school buddies	One of the racers is destined for a cannibal's banquet table unless the PCs act fast

one of the rival clans. Those left are more interested in cars than they are money. To them, Dead Blue Fish is a decent leader and an even better racer, which matters more. Dead Blue Fish keeps her occult heritage a secret, keeping her 108 bodily eyes wrapped beneath bright blue racing leathers. Her unnatural eyes and uncanny agility are hidden hole cards that have saved her life more than once.

GUNMA'S RACERS

Drift racing is a vital part of Gunma's prefectural identity. If you need a handful of NPC racers to populate a particular challenge, roll 4D6 on this chart and see what you can come up with.

LOCAL RACING TEAMS

Some racers- particularly the purely mortal ones- race as part of a colorfully named team, often with coordinated racing costumes and matching paint jobs on their cars. If you want to randomly build a race team, either as an adjunct to a single NPC racer generated on the other chart, or as part of a backing crew, roll 4D6 on the chart below.

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MAEBASHI HIGH TECHNOLOGY UNIVERSITY

Maebashi, Gunma Prefecture
Maebashi High Technology University (MHTU) is a primarily male technical college with one of the best engineering, programming and hard science curriculum in the nation, which is saying something given Japan's technological dominance. MHTU actively recruits young engineers from around Japan, and recently has begun offering a somewhat secret 'techno-magical' curriculum. MHTU's techno-mages are fairly conservative in their magic, building high tech wonders and useful, multi-function gadgets and only adding spells to do the few things that technology can't.

MHTU graduates have played an important role in the Assault Witch program, designing the magi-tech cybernetic frames that empower the cute and lethal airplane girls. MHTU is a center of gay culture and romance. Most of the student body dabbles in bi-sexual romances. For some reason the charged, hyper-intellectual atmosphere of the school (which might be a minor kami in its own right) rewards young lovers with sudden flashes of insight for new circuit designs and polymer compositions while wrapped in their boyfriend's arms.

Some interesting programs available on campus include:

Warren Dunn, the iconoclastic founder of **Smilodon Risk!** and creator of the first mass-market catgirl often gives TED talks at the college, and likes recruiting interns from his audience. He's planning on breaking into the lucrative gay market with a new line of *cat-bois* and some of the MHTU's best and brightest are going to help him make it happen.

School rules allow students to live with their POETICA 'waifu' in the dorms, but if students have Nekomusume pets, the cat-girls are required to live in a separate dorm near the micro-engineering hall. The small **"Pet-Girl Hall"** is a neat, comfortable mini-dormitory where resident catgirls are given high school and college equivalency and life-skills training free of charge while their masters attend classes of their own. Warren Dunn personally funds the program through corporate donations.

"The MHTU Boomers" are the school's unofficial drone and RC aircraft enthusiast racing club. The Boomers meet on pleasant weekend afternoons on the campus green, and are a favorite club of techno-wizards with drone, micro-robot or animated object familiars.

The **student union's job board** offers employment possibilities with a variety of high-tech factions, from the *New Day Girl Factory*, to *Metamorphosis North* or

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Hyabusa Heavy Industries to the *Police Section Seven IT department* and *Project GILGAMESH* itself. Tradition dictates the job postings be technomagically encrypted (requiring a DC 20-25 Computer Use or Linguistics check to decode). The more complex the encryption, the better the job, with truly awesome jobs having a DC 30 or greater. Metamorphosis North has several postings for experimental work.

MAEBASHI TETSUJIN ASSEMBLY PLANT-01

Maebashi, Gunma Prefecture

Since the introduction of the brand, Tetsujin have been assembled in Gunma Prefecture, specifically in the *Maebashi Tetsujin Assembly Plant-01*. Located just a few miles from the **Maebashi High Technology University**, a center of robotics and computer programming excellence in Japan, Assembly Plant-01 helps give the bustling city of Maebashi its ultra-tech character.

When it opened in early 1980, two years before the first Tetsujin hit the market, Assembly Plant-01 was merely a modern assembly line, putting together tractors and farming equipment. As the Tetsujin became more and more advanced, so did the facility that built them. As of 2018, Assembly Plant-01 is a slice of the far future, somehow born into modern Black Japan centuries ahead of its time.

Tamed anti-gravity systems allow huge engines and robotic assembly plants to float high above Maebashi, while advanced sentry systems drift high overhead. There is no place as advanced, as far down the bleeding edge in technology, as Assembly Plant-01. The production facilities are a source of constant envy and jealous rage by **Dr. Momonjii**, whose POETICA production facilities seem almost retro by comparison. That **Shingon Date** will not share his revolutionary technology is one of the driving factors in the cold and deadly feud between the two Amakaze overlords.

Students from MHTU often intern or do regular work-study at Assembly Plant-01. The top five percent of each graduating class are hired by Assembly Plant-01 to work as coders and materials scientists. It's such a plum opportunity that many of Black Japan's best young minds come to the hyper-competitive MHTU just for a chance to try for one of those rare job slots. Those who make the cut are fiercely loyal to **Hyabusa Heavy Industries**. They often get the corporate crest tattooed on their shoulder as a symbol of corporate loyalty; it's almost expected employees get an ornate back piece to celebrate ten years of employment.

As the facility's name implies, there are other Assembly Plants throughout Black Japan that produce Tetsujin, but none have the prestige of Assembly Plant-01.

- *Assembly Plant-02* is located a few miles outside Osaka. Its production line produces the majority of Japan's Home Health Care Tetsujin. They tend to be a quirky and kind, often otaku, bunch of robots who spend the majority of their income buying toys and anime DVDs in the local *Den-Den Town.*

- *Assembly Plant-03* is located in Chiba Prefecture, near the docks. This well defended facility is often the center of skirmishes between Hyabusa Heavy Industries employees and New Day Girl Factory workers who transship their own cute machines from an adjacent dockyard. Brawls and broken bones are common, and the occasional fatal beating isn't unknown.

- *Assembly Plant-04* is located in the coastal city of Ibaraki, building strong and taciturn, business-like Tetsujin. The Tetsujin from this Assembly Plant are among the hardest working and most practical of their kind.

- *Assembly Plant-05* hasn't gone on-line yet. The new facility is being built in a Nagasaki industrial park, and once completed, will handle the export of Tetsujin to southern Japan and throughout Southeast Asia. Construction has run into a series of delays and cost-overruns (not to mention mysterious 'accidents' that have killed a few workers), as agents of the *Ubume Empress'* Amakaze faction have done everything possible to prevent Date's faction from gaining a foothold in their territory.

CHICHIBU SHRINE

Saitama City, Saitama Prefecture

This thousand-year-old shrine is a historically and culturally significant heritage site, but more importantly, Kami are born there frequently. Kami of dance, sculpture, light and song often incarnate in the Chichibu's *haiden* (central prayer hall). The local monks take good care of newborn Kami, teaching them about the local landscape (both mundane and supernatural), and assigning them minor tasks around the shrine while they adjust to the Earth Realm. Some Futakuchi are also incarnated here, often at the same time as a Kami 'sister' and assigned by heaven to protect her on their mission. Kami and Futakuchi incarnated here often have deep vermillion eyes with golden irises, matching the colors found in the haiden.

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NEWBORN KAMI

The Chichibu Shrine is unique in that a handful of inexperienced young Kami might be hanging around at any given time. These creatures split their time between studying the scriptures and practicing their fighting techniques with the temple's monks and wasting 100 yen coins in the local arcades. If you want to meet a random young Kami, roll 4D6 on the chart below and see what you get.

D6	Her Name	Her Profession	Her Mission in the Earth Realm	The Mission's Complication
1	Taina	Pint sized, lolicon Barbarian 1	Help a nerdy (and rather unpleasant) virgin in Nagasaki find true love and become a better person	Someone involved is a distant relative of a powerful ***Amakaze*** millionaire who would oppose its completion
2	Koharu	Otaku Rogue 1	Help a pair of shopkeepers in Ueno resolve a murderous blood feud which began three incarnations ago, hopefully without homicide this time	Somehow, completing the mission will send the Great Tree of the ***Hanging Academy*** into dormancy, meaning no new Goryohime will be born for several years
3	Miki	Spoiled Gyaru Wizard 1	Help the oldest son of a Canal City Yakuza find the courage to stand up to his father and take a different path	A spurned lover wants revenge on their ex, as well as the Kami involved
4	Lum	Socially awkward Bard 1	Help a poor Tanuki family in Mie start up a small business	***Taru Tsuyoi*** has sadistic plans for the young Kami
5	Chie	Wannabe med-student Smart 2	Go on a personal journey of discovery throughout the Multiverse	Completing the mission will require a journey into the heart of the ***Black Else***
6	Asuka	Sarcastic, tsudnre Cleric 1	Convince one of the cruelest souls within the New Day Girl Factory to give up the creation of new slaves	The mission involves an ever-expanding roster of eccentrics, all with problems the Kami must solve to complete the mission

"KILL THEM WHERE THEY SLEEP!"

Various Sites, Saitama City and Kitamoto, Saitama Prefecture

The Saitama Prefecture is basically an enormous suburb of Tokyo- a bedroom community for salarimen and ordinary workers not able to afford the exorbitant rents in the city proper. The prefecture's skyline is a collection of soaring *apato* towers housing hundreds, especially in Saitama City and nearby Kitamoto.

Someone is killing and tormenting ordinary salarimen in their homes, waging a quiet little war against 'raiju'- ordinary, seemingly happy working class Japanese. Whoever is committing the crimes prefers the indirect approach and has at least a working knowledge of the occult. Several salarimen have been plagued by **Onan Spirits,** while whole apartment towers have been possessed by shifting ***Apartment That Has Become a Coffin*** **and** ***Tsunduko*** **Haunts.** Various **animated objects** spontaneously form from household goods to prey on their owners. Similar torments trap victims in their homes, force unnatural compulsions on them and driven them half mad.

The point seems to be ruin lives, economically and socially rather than to kill, but there have been nearly 20 deaths to date, scattered throughout a handful of apartment towers, and dozens more salarimen driven into unemployment or insanity.

The press hasn't figured out anything, but rumors of the deaths and hauntings are starting to circulate in the occult underworld. The Amakaze have dispatched problem solvers to Saitama, because most of the targeted workers are employed (albeit at very low levels) of Amakaze-owned mega-corps.

LIKELY SUSPECTS

There's not a lot of evidence left behind after a salariman is tormented or murdered in Saitama City. And if you're making a list of the Amakaze's enemies, start with every working poor human on the planet and go from there. Of course, not many of those folk can summon demons, so that narrows the list down a bit….just a bit.

The *Fairy Tale Student's Club* in Tokyo might be to blame. They're otaku mage-punks, with the knowledge to pull this off and the right mindset. They've raided the TBMS before,

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at their cat-girl members' urging, so they're not strangers to brutal, magic-aided social justice. None of them have any real love for the Amakaze, either.

Shinji Hashimoto (use the Ecchi Enchanter stat-block) is a *hikikomori* spell-crafter who hasn't left his tiny efficiency apartment in two years, who's willing to knock down prices for commissioning enchanted cosplay gear if his customers bring him groceries or new anime. He's been talking big about taking down the Amakaze-backed **Arigane Media Group** because while he's an otaku pervert, he's got no taste for lolicon, especially after his own baby sister was raped.

Tomaki Saito (use the Blue Collar Kami stat-block) is a Lawson's convenience store clerk whose business is within easy walking distance of most of the killings/hauntings. He's a defender of the poor when he wants to be- he's got no problem looking the other way while local homeless shoplift, and reads economic theory. His rants on how the top 1% of Japanese society are ruining the world with their greed are truly legendary and increasingly furious.

"Mr. Takashi" (also Ecchi Enchanter stat-block) is a reclusive shut in with no need to leave his luxury condominium. He's a market genius, growing what started as a meager gift from his working class father into a 500 million yen fortune. If he's really the killer, his motives are purely financial- he's turned a nice profit from the PR disruption and work-place chaos caused by each and every killing or haunting.

Shin Oda (LE Male Yakuza Human Magus 7) is doing the killings on the orders of his obyan in the Red Nurikabe Yakuza, whose boss is dabbling in real estate speculation and corporate 'protection'. Initially, Oda thought the whole business was a pathetic waste of his talents as an occult assassin, but these day's he's thinking of the whole business as an enjoyable working vacation. However, the fun he's having killing defenseless targets is making Oda dangerously careless.

The Ubume Empress and her Nagasaki-based faction of the Amakaze are behind the killings. The murders are cruel tests of the security of Tokyo's Amakaze. The Empress wants to provoke a response so she, and her on-site underlings, can measure their rival's reaction time and possibly assassinate a few troubleshooters. Within two years, Tokyo will burn as the secret cold war turns hellfire-hot. The thousands that die in the first hours of the war will be the most fortunate, as their souls remain their own in death. Later casualties will not be able to say the same.

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SAITAMA'S APARTMENTS

Saitama is crowded with high-density apartment towers and older, more modest apartment complexes, most lived in by workers commuting to and from Tokyo and Chiba. If you quickly need an apartment for a scene, roll 4D6 and see what you come up with.

Saitama's Apartment Complexes				
D6	**Apartment Style**	**Why do people stay here?**	**What's the neighborhood like?**	**What's the worst thing to ever happen here?**
1	An ultra-modern 15 story mega-complex with all the modern amenities	Rents are cheap or the landlord isn't too active collecting late rent	Good neighborhood for parents, safe with cool schools nearby	A spate of suicides of young male residents
2	A run down block of 10-15 units around a central courtyard with its own post box	Corporate housing offered as a benefit to young employees	Near a conflux of train stations and transit hubs – all business	A female resident was brutally raped in the laundry room
3	A sleazy slum	There is a popular Shinto shrine or even small private graveyard that is considered lucky	Just another apartment complex among a district crowded with them	Supposedly the Yakuza carved somebody up over a drug debt
4	A bunch of small apartments over the businesses of a neighborhood	Party place where everybody gets laid	Cyberpunk as fuck	Nothing ever made the papers or the local whisper-stream
5	A three or four story residential apartment built in the 80s or 90s	Right next to something convenient like a subway stop to Tokyo or major shopping area	The kind of dusty street where nothing exciting ever happens, hard to find	A pedophile hunted in the neighborhood a few years back
6	An older set of buildings in low rows built without any particular plan	A famous anime artist or pop culture hero once lived here, turning it into an otaku mecca	Crowded with Shinto shrines and other religious sites	Nobody talks about the bloody horror they found behind the complex one summer evening

EYRINES SAFE HOUSES

Various Sites, Saitama Prefecture

The Eyrines Sisterhoods rents dozens of crappy, anonymous apartments around Saitama Prefecture. They usually pre-paying for a year's stay, in cash, at various weekly and monthly 'mansions'. Sisters in need can use one of these safehouses as a crash-pad or hiding spot as necessary, and most contain basic supply caches- a few weapons, first aid kits, burner phones, ect.

GAME RULE INFORMATION: EYRINES SAFEHOUSES

It requires a DC 20+1d6 Knowledge (local) check to find one of the safehouses.
Characters with any trait or feat with Eyrines in the name receive a +4 insight bonus on the check.

Keys are usually left with management or hidden somewhere on site, and anybody with the right pass-phrase can pick up a key. Locks are DC 20 Disable Device or DC 24 break, door hardness 5, 15 HP…a lot better than average for a crappy residential apartment.

There is a 30-40% chance that any particular safehouse has at least some useful adventuring supplies. Pick 1d6+1 of the following items remaining in the safehouse. This gear is usually hidden throughout the apartment, inside a gutted AC unit or behind a false panel in the closet or beneath the sink (Perception DC 16+1d6 to discover if you're just some crackhead ransacking the place).

- 1d4 days of food and bottled water
- 1d6 pre-paid burner phones (smartphones with 2 weeks service)
- 1d4 Glock 17 pistols and 2d4 clips of ammunition for each
- 1 combat shotgun and 24 shells
- 5-6 tonfa and an equal number of daggers
- Upgraded laptop or palm top computer +2 (also a burner account with 2 weeks service)
- 3-4 first aid kits or 1 surgical kit
- masterwork forgery kit
- around 50,000 yen (500 dollars/500 gp) in a duffel bag

THE OMORASHI CHASE HOUSE

Saitama City, Saitama Prefecture

This popular watersports-fetish website based out of a Tokyo suburb, is dedicated to wet panties and female bathroom shots. Various channels feature everything from hidden toilet cams to contests to see which of an assortment of various cute competitors can hold her urine

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the longest. The website also offers hidden, magically encrypted channels (coded by techno-savvy Modern Spellcasters and Digital Sorcerers) designed to appeal to Black Tokyo's magical fetishists. These mysterious web-casts allow subscribers to catch a glimpse of **Flow Witches and skatto-mages** at play, to arrange magical commissions, and to purchase the urine-impregnated, mystically potent panties of various magicians, monsters and goddesses.

Many of Japan's Flow Witches and pee-mages start their apprenticeship in front of an Omorashi Chase web-cam. No matter what directions their magical career take them, Tokyo's fetish mages know they earn a nice, quick paycheck by putting on a streaming video show for the **Omorashi Chase**. For the convenience of its regular guests, the website offers a mystically encrypted web chat service so the fetish stars can discuss magical matters from any computer in Japan. This exclusive chat room is always busy, with various mages collaborating on projects, trading recipes and arranging meetings.

The website was started back in the 1990s by the half-breed **Andy Mawaya** (N male burakumin human Smart 3), the son of a Japanese mother and a Chicano US Marine stationed at the naval base on Atsugi. During his teens, Andy learned that the men of his mother's line had all become proud Akaname spellcasters upon their motral deaths, and the perverted young entrepreneur is looking forward to his eventual reincarnation as a filth-licker. Andy has visited the Tatakama twice, using a *torii* known only to his family, to trade secrets with the Tatakama's lowliest citizens.

THE GASHAPON GIRL CORPORATION

Atsugi, Kanagawa Prefecture

The **Gashapon Girl Corporation** is run by a quartet of Harem Mages and Living Toy Makers, all of whom were high school buddies, and all of whom went in together to make a living selling magically created sexual playmates. The small company operates out of a dingy factory that used to manufacture fine porcelain plates; now the factory floor is filled with supremely realistic plastic and vinyl breasts and silicon pussies dangling unassembled from overhead shelving.

Gashapon Girl is the brainchild of the nerdy **Takashi Kato** (N male human Ecchi Enchanter), formerly the stereotypical otaku shut-in, who is becoming more and more sociable under the influence of his personal Living Toy, **Kei** (NG female Living Toy Expert 4)**.**

Under Kei's guidance, Takashi is developing a rudimentary social conscience, and is treating his 'product' a bit better- the most recent models of Gashapon Girls will deactivate and unravel rather than endure an obviously abusive relationship, and are becoming less suitable as snuff toys with every succeeding generation. The artificial girls are also getting a bit smarter, a bit more independent, and a bit more prone to improving their 'masters' for the better, just as Kei has done for Takashi.

Takashi's three partners are less enthusiastic about Gashapon Girl's new direction than his perky vinyl lover, and sooner or later they will either buy him out….or conjure an *oni* to remove Kei and Takashi in a somewhat more direct manner.

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PROJECT GILGAMESH SIGHT/DEEP FACILITY

Hakone, Kanagawa Prefecture
The Sight/Deep Facility is the over-all command center for all GILGAMESH activities within Japan. Built partially into a mountain, the Sight/Deep facility is among the best protected site in Japan. Sight/Deep is powered by a pair of low-maintenance fusion reactors and supplied with independent water supplies drawn from ***Lake Ashi.*** Back up geo-thermal power taps and aquaculture (krill and kelp farms in the lake) are designed to allow the Sight/Deep Facility to operate without any outside support for more than a decade should the worst happen.

Sight/Deep is built around the partially dissected core of an alien meta-machine, a creature similar to, but significantly older than the Battlechangers recently allied with Japan. The sky-scraper sized, partially disassembled mecha codenamed **Izdubar** (CE male Battlechanger Sorcerer 20/Blackquard 12) has lain inert for decades, trapped deep beneath the Sight/Deep mega-structure. Izdubar's neural net has been hacked, and acts as the core operating system for Sight/Deep. GILGAMESH hackers have gleaned vast amounts of usable intel on the **Tottori Horrors** and **Abyss** from Izdubar's dreaming consciousness. Apparently, the Battlechangers had battled similar creatures at some point in their long history. GILGAMESH has not shared the information stolen from Izdubar, nor have they shared the technology reverse-engineered from his dissection.

The mechanoid's existence is the best kept secret in a multi-national conspiracy already choked with them…. though there are rumors the American contingent have a similar bio-mechanical oddity trapped beneath their **Yellowstone Facility.**

Access to the Izdubar Mainframe is strictly controlled by the facility's chief technologist. **Dr. Lilith Welker** (LE female human Smart 10/Field Scientist 6) has installed experimental neural-ware in her frontal lobe that gives her direct access to Izdubar's slow, slumbering thoughts. She tightly controls what information she releases to GILGAMESH commanders around Japan, relishing the thrill of knowing, with absolute certainty what the Tottori Horrors really are. Dr. Welker also increasingly enjoys the fatalistic joy of knowing exactly how, why and when GILGAMESH will finally fall, and at whose talons. …She awaits her death with rapture.

A pair of **Avengers** are kept on hot-standby at all times. In addition, a small fleet of jet-black, stealth-specced **Cloudfire Mecha** and similar combat mecha reverse-engineered from Izdubar's technology can be launched from Sight/Deep's fast-deployment hangers.

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DEAD YOKOHAMA

Yokohama, Kanagawa Prefecture

Yokohama was one of the first cities opened to Western trade (albeit reluctantly) and it remains a high-tech, forward looking industrial center. Unlike other places in Japan, where science and magic coexist, Yokohama's heavy industry has deadened the magical flow, corrupting the leylines converging on Yokohama.

Yokohama is an impeded magical area, but in a way that makes heroes more vulnerable and demons more powerful. Some of Black Japan's demonologists think that Yokohama's mystical mutilation was intentional- others think it was just poor human planning, taken advantage of by demon kind. Either way, Yokohama's citizens speak warily of things glimpsed out of the corner of their eye, and Yokohama's police force is overwhelmed by hundreds of unsolved murders and disappearances per year. Many of Black Japan's most powerful *oni* lair in or around Yokohama.

ADVENTURING IN YOKOHAMA

Yokohama is mystically deadened, perhaps more so than any other place on the planet.

- Spells beyond 5th level are simply unavailable within Yokohama's borders. These spells cannot be cast in the region, though lower level spells enhanced by metamagic can occupy 6th level and higher spell slots.
- Magic items based on 6th level or higher spells fail to function within the region, though the items return to normal outside Yokohama.
- Spell-like and supernatural abilities that duplicate 6th and higher level spells function normally, which gives supernatural predators a distinct advantage over heroic spell casters.
- Creatures with innate supernatural talents feel uncomfortable and achy in Yokohama, as if they're just getting over the flu, though this condition has no measurable game play effect.
- There are no torii gates anywhere within Yokohama, nor for a 10-12 mile radius outside the city. This is a major anomaly in ghost-haunted Japan. The absence of torii suggests that it may be possible to completely seal the Earth Realm, though the cost to Earth itself may be high.

PACIFIC OVERTURES

Yokohama, Kanagawa Prefecture

Pacific Overtures is a cannibal-cuisine restaurant favored by the Amakaze when they visit Yokohama on business. The fine restaurant has never opened to the public and acts as an elite social club, protected behind an ornate golden plaque that announces its private status and a cadre of ebon-suited bouncers who brook no dissent. Pacific Overtures is built in a Western style, with a vaguely nautical theme. An obsidian statue of Commodore Perry stands sentry in the central lobby, and wait-staff wear sailor-like uniforms.

Pacific Overtures serves the flesh of Japanese school children, specially raised and slaughtered to order. The Amakaze often brings its foreign guests here, to give them their first sweet taste of *thinking beef* as a way to entice them to ever greater sins at the Akaname's behest. The lead chef is the cruel yet polite **Chirran** (use the Azkuibabaa Chef stat-block), who personally oversees the captivity of the between 20-50 school-aged children kept prisoner in the sprawling bowels of the cannibal restaurant. She often makes a cruel bargain with her captives: be compliant with their captivity and when the time comes for the slaughter, she'll humanely slit their throat.

Try to resist or escape and die whimpering. Ironically, the old hag takes more pleasure in the 'humane' kills these

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days, because it means she's totally broken a child's will to fight, which pleases her even more than torture. Though torture is still a close second….

ATTRACTED BY THE SCENT OF BLOOD

The industrial scale slaughter of children has attracted several **Gakido Walkers** to Yokohama. Chirran feeds these ghouls scraps of child-meat and has earned their loyalty. When the Amakaze's minions won't suffice, or if she wants to further schemes that the Amakaze don't know about, Chirran can usually bribe one of the Walkers to do her bidding….especially if that bidding involves rape, mutilation and butchery.

ACCEPTING THE OVERTURE

If you need a random guest visiting *Pacific Overtures* or a similar cannibal restaurant like *Bethany Bliss*, roll a D10 and take a look at what kind of ghoul you get from the chart below.

BENTEN'S SEA PIZZA

Enoshima Beach, Kanagawa Prefecture
It sounds ridiculous, but it's true.

The goddess Benten, one of the protectors of **Kumamoto** and the only female member of *The Fukujin* owns a small pizza shack on the beach. She won it back in the 1970s, and actually works here from time to time- most of the staff conveniently fail to mention that the blue haired punk-girl wearing huge headphones and rolling out the dough behind the counter is a cosmic force. A few employees even take Benten's semi-regular presence for granted, at least until an encounter with another god, or with some demon or the other, snaps them out of their complacency.

Benten's Sea Pizza serves pizza topped with an assortment of seafood and other odd, uniquely Japanese ingredients, and the chefs like to experiment. The place has a rowdy, lusty atmosphere, similar to America's *Hooter's* restaurant chain. The pretty waitresses wear tight fitting blouses and skimpy shorts. Girls from around Kanagawa vie for after school jobs here, because it's rumored that working a summer at Benten's will give even the plainest girl a model's figure. Locals love the place, and the odd menu scares off most non-natives.

CALL OUT FOR DIVINE PIZZA

Benten's Sea Pizza runs a rather unique delivery service. The most senior and trusted waitresses (the ones who have been there at least 3 months) get handed an upgraded *Broom of Flying* with a non-tactical speed better than most Lear jets, a GPS navigator, flying jacket with the restaurant's snake and pizza logo and a helmet. If they're brave enough, they get to be delivery girls, carrying pizza and potions to customers throughout Kanagawa and slightly beyond. Benten's promises delivery in about an hour within Kanawaga, and within an evening anywhere else.

The delivery service handles mundane requests for pizza (with a 2000 yen surcharge per delivery) as well as potions brewed by Benten herself, specializing in water and charm-related magic. Benten's Sea Pizza delivers anywhere in the Kanagawa Prefecture, to most of Tokyo and some of Chiba, and to Kumomoto Prefecture year round. During June, Benten's delivers to the hungry *kami* revelers at Wakayama, and during spring the pizza joint delivers cannibal-pizzas and odd requests to the demons celebrating the *Oni Kenbai Festival* in Iwate.

Guests at a cannibal banquet (d10)	
1- an American Pentagon officer, negotiating with the Amakaze for the purchase of GILGAMESH Avenger bio-technology	6- a pair of married sex-killers who have taken an innocent young girl out of a 'compensated date' and plan to murder her later (she has no idea what the strange but delicious dishes are)
2- a minor Diet staffer or intern, being wined and dined to destroy his employer from within	7- Dr. Momonjii and his entourage, dining cheerfully
3- a group of drunken, boisterous Japanese millionaires enjoying dinner before or after attending a Rape Pure bout	8- a pair of Amakaze underlings discussing stock options while dining on the flesh of a missing 6 year old
4- a director of a major prefecture's public-school system, discussing the sale of some of the more 'troublesome' students to the proprietors	9- a newly elected council member from a mega-city like Tokyo or Osaka, being bribed and tempted
5- a demonic restaurant critic for Hell Studio Nihon, enjoying a meal while wrapped in the illusion of humanity	10- A suicidal salariman who's spent his fortune on his final meal, who plans to go out in a blaze of murder-suicide glory after dinner

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Benten's Best Customers			
D12 Result	Customer	What Do They Want?	Complications?
1	A bunch of drunk American NFL players who have never experienced anything supernatural before	4-5 extra larges with pepperoni	None- enjoy the flight!
2	A badly banged up team of Chrysanthemum Seven agents	Curry pizza	Storms and high winds all the way there
3	A chauffeur for some Amakaze big wig waiting for his boss to get done	2-3 medium squid and seafood pizzas	The JSDF and USAF are conducting training exercises along your flight path
4	A very nice little old lady who happens to be a *skatto witch* visiting from the Tatakama	A dozen potions of *Cure Light Wounds* and a large order of fried cheese rolls	A flock of seagulls wants your cargo
5	A bloodthirsty *oni* princess frustrated at how poor the hunting's been lately	Two egg, bean and tomato pizzas	A young green or blue dragon is hungry, hopefully just for the pizzas
6	A bunch of rich kids up all night getting high and playing video games	An octopus and crab pizza and an autographed pair of *Benten's Headphones*	The customer speaks no Japanese and probably didn't order this.
7	JSDF soldiers on leave who splurge and want to see something magical	A set of human tibia with kanji written on them inside the pizza box	The customer will either talk your ear off or complain endlessly.
8	The prostitutes of a minor magical bordello after closing time	A pair of house special pizzas and a couple sixers of *Kirin* beer	There's an occult battle taking place when you get there
9	A purely mundane factory, treating its workers (several other Delivery Girls will be making the trip with you)	A kitsune liver and salmon pizza with pineapple	The customer is in the Tatakama somewhere, but only a mile or two from a stable *torii* in Kanagawa
10	An Amakaze board meeting needing a quick lunch. They're polite and tip well, but you're now on their radar.	Spaghetti and meatball pizza for eight	Another delivery girl gets there first and snags your tip
11	A soon to be executed prisoner at one of Japan's occult prisons, ordering his or her last meal	A still beating demon's heart inside the pizza box, wrapped in gold paper	You're passing through the airspace of Tokyo International during the holiday travel season
12	A pissy and selfish minor Kami with a grudge against Benten	Mermaid fin and seafood pizza	Roll twice and combine and hope Benten pays you extra for the trouble.

The women riding Benten's special brooms of flying are usually distinctly non-heroic, ordinary young women doing an unusual job for better than average pay. Despite their weakness, Black Japan's occult community know they are under the personal protection of a goddess. Very

few *oni* are anything but polite when the busty girls come to deliver their *octopus & maiden-nipple pizzas*. As an incentive for the demands of the job, a waitress who stays with Benten's Sea Pizza as a delivery girl for two years receives her broom as a gift- they can keep the bomber jackets after the first 90 days. Of course, even under Benten's explicit protection the magical pizza delivery business is NOT easy.

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THE KOREAN GRAVES

Yachiyo, Chiba Prefecture

In the aftermath of the **Great Kanto Earthquake** (1923), rioting and looting resulted in the death of dozens of **Korean immigrants** living and working in the prefecture. Though Japan eventually erected a memorial tower to appease the souls of those slain, the unquiet ghosts of the Koreans murdered here still haunt the region. Occasionally, an elderly Japanese man, the son or grandson of one of the rioters is found dead, every bone in his body smashed in a locked apartment or bathroom.

The Korean ghosts embody a long standing racial hatred in the region, a quiet and bloody bigotry that has separated Japanese and Koreans for decades. **North Korea's** mad government is well aware of Yachiyo's history, and are aware of something else. The fearsome **Shingami** is the psychic embodiment of the hatred America felt towards Japan after Pearl Harbor. As America (aside from a few bigots, soon to die off) no longer holds any real grudge against Japan, the monster slumbers, possibly forever. However, if the Korean ghosts could be properly stimulated, the Shingami might awaken again, and maybe, just maybe, serve another nation that still hates Japan. Infiltrating the prefecture is a top priority for North Koreas black operators, though few in Japan's mundane intelligence community have any idea why.

CULTURE SMILE CAFÉ

Chiba, Chiba Prefecture

Culture Smile Café is a small dinner café in Chiba's entertainment district. The food is decent and drinks are cheap, but the main attraction is the chance to admire the café's collection of several thousand anime and manga figurines. The Culture Smile Café is a local otaku hotspot. Culture Smile Café is owned by **Rin Kakuichi** (CE male human otaku Rogue 2), who puts on a genial exterior. Kakuichi has a major fetish for POETICA. Androids eat free here, and the café is usually crowded with several POETICA, eating sweets and sipping green tea. Kakuichi even has the posters for a couple of POETICA-freedom orgs on the wall behind the registers.

Rin Kakuichi is not the slightly tongue-tied friend of the androids he pretends to be. He's wanted a POETICA slave of his own since he was eleven; unable to afford it, the café is the closest he can come. He's tortured two POETICA to death and dumped the bodies into the harbor. As soon as he can work up the courage, he's going to do the third, an especially cute violet eyed model who comes in on Wednesdays….

FREE GEAR PUBLISHING & GALLERY

Chiba, Chiba Prefecture

Free Gear is the oldest and best funded of the various POETICA-freedom orgs out there, but that's not saying very much. The POETICA-abolitionist movement is in its infancy, and has nowhere the political punch of similar Neko-freedom lobbying groups. Free Gear publishes a thin, underground POETICA-ran newspaper, as well as a website and accompanying Twitter feed. The small, over-crowded printers office that is home to the Free Gear

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Publishing company shares space with a public art gallery open to all POETICA artists. Profits from the sale get funneled back into the news paper.

As most POETICA are quite talented artistically, even the untrained efforts of young artists (many of whom are still enslaved) can be quite striking. Owning POETICA art is the hip new thing, but not enough people know about the gallery to make it truly profitable, and prices are still bargain-basement. Free Gear's newspaper comes out weekly, on Friday afternoons, and is a fixture of many of Tokyo and Chiba's anime shops, cafes and arcades, as well as a few main-stream restaurants and bars whose owners care more about the plight of POETICA than is the norm for humans.

Free Gear is run by a serious, older-model of POETICA whose slender form bears the signs of a major system rebuild, and who walks with a subtle limp. She's no longer top of the line, and she's old enough, and wise enough, not to let that bother her…much. **Kyou** (LN female Mature POETICA Dedicated 3/ Investigator 3) never talks about her past, or what she survived on her route to freedom, but she was the first **Noriko Gibson,** back in the early 1990s. The New Day Girl Factory thinks they killed her in 1997, and she makes sure to stay off their radar…but one day she will see the Factory burn and put her steel-jacketed lead through that bastard Momonjii's heart.

Kyou took the name of her abolitionist movement from the *Battlechangers*' noble Free Gear faction, and is herself considered a Free Gear by both definitions. She was nursed back to full-system operations by a similarly wounded Free Gear she met in 1991… the two vastly different mechanoids met each other on their worst days, and having survived together are closer than lovers, closer than family. Kyou is accompanied almost everywhere by the tiny yet ultra-versatile Free Gear, **Galaxy Courier** (CG male Battlechanger Rogue 6). Galaxy Courier is a bit smaller than his POETICA companion, but is a rare *omni-changer,* able to shift into a variety of small, but useful forms: he can hide as a bicycle, moped, laptop computer, vintage printing press, even a few other shapes Kyou hasn't seen yet. Galaxy Courier is never far from her side.

CUTE SISTER SHOWROOM

Chiba, Chiba Prefecture

The New Day Girl Factory has an outlet and special production floor in downtown Chiba, just a short walk from the city's suspended monorail station and adjacent to the city's world famous **Comic Markets**. The Cute Sister Showroom is easy to find, even in crowded Chiba. The six story storefront has a shiny, green-glass façade that sparkles like emeralds in the sun.

The latest brainchild of **Dr. Momoniji,** the Cute Sister Showroom produces an absolutely adorable variant chassis-type of POETICA- **Little Sister POETICA**. These small, childlike androids are designed for perpetual innocence and cuteness, and are popular with more innocent Otaku who want a chaste, kid sister who'll look up to them as the coolest big brother in the world, and hardcore pedophiles with money to spare and an interest in arcane-robotics.

Little Sister POETICA are only built at this location in specialized techno-wombs. These high-end child robots are hand assembled by **Erika Nieshida** (LN female POETICA Expert 8). She's been told if she builds perfect androids that satisfy 108 discerning clients, she'll earn her freedom. She knows it's a lie but she still works.

CIAO KAWAII FUN PARK

Chiba, Chiba Prefecture

Ciao Kawaii Fun Park is sprawling pink, white and pastel yellow amusement park about 20 minutes from Tokyo by train. And the trains are painted in the same super kawaii style, and play the theme music from the cutest anime in the world over and over and over.

Ciao Kwaii Fun Park is a major tourist destination, especially for families with children, and devotees of the cult of *kawaii.* Otaku come here often, either genuinely enjoying the place or enjoying just as much, but ironically. The park's 350 different gift shops sell anime dolls, DVDs, t-shirts and toys. One shop, hidden behind round golden doors that only open for wealthy visitors carrying an Amakaze-issued RFID tagged visitor's pass, sells specially bred Nekomusume. Unlike the lusty cat-girls bred in neighboring Tokyo, these pink and white furred beauties are bred to be nannies and favorite toys for very rich children.

Unknown to the park's senior gene-men, **Jouzo Makki**, the best of the cat-breeders on staff, has hired on with the **Golden Twelve Amakaze**. His last three litters of Nekomusume nannies have been encoded with subconscious assassination programming. The Golden Twelve's plan is simple- slip catgirl nannies into the homes

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of enemies of the Amakaze like adorable Trojan horses, and have them kill upon receipt of a special food-based command. Makki (NE male human Smart 5/Field Medic 8) is a weary, baggy-eyed slimeball who maintains a begrudged blue collar air despite his advanced degrees in genetics and is only in it for the money.

NEW DAY GIRL FACTORY DOCKS

Chiba, Chiba Prefecture

Though headquartered in Ehime, the New Day Girl Factory transships its custom-built POETICA androids to purchasers and doll enthusiasts around the world through Chiba's Port. This heavy industrial campus covers several acres, and massive green and white cranes lower cargo pods filled with hundreds of inert POETICA into double hulled cargo ships painted in the same colors.

The NDGF Docks are far more dangerous than Japanese government inspectors (well paid off by the Ehime megacorp) realize. Destroyed POETICA are disassembled on site, their viable components recycled for use in other androids. No prayers are said over the bio-mechanical corpses, and ghosts are common. Melancholy machine-ghosts and dangerous **Bio-Machine Oozes** prowl the maze of ugly, utilitarian buildings and tall rows of stacked cargo pods. **Feral POETICA**, escaped from a disassembly room, roam madly, striking at random or killing when they feel threatened.

Attracted by the scent of death and misery **Nure-Onna** crawl from the harbor to feed on night shift workers. Because of the danger, pay and benefits are outstanding but few workers stay with NDGF longer than a month or two, even if they survive. Even the least psychically aware soul can sense that the dock's spiritual malaise is nearing a crisis point.

PLASTIC HELL

Before proper disassembly facilities for POETICA were put together, the company secretly dumped the corpses of critically damaged androids into the dirty waters of Tokyo Bay. The company's managed to keep its dumping a secret from the local government. Beneath a disused dock, the algae-slick remains of hundreds of female androids have congealed into a goliath mass, a twisted tumor of plastic flesh and rotting circuitry. The company has officially forgotten about the dumping, deleted all records, and tried to bury the history: a clean-up would only attract unwanted attention.

The company's new employees whisper about the "Plastic Hell" somewhere in the bay, but nobody really knows

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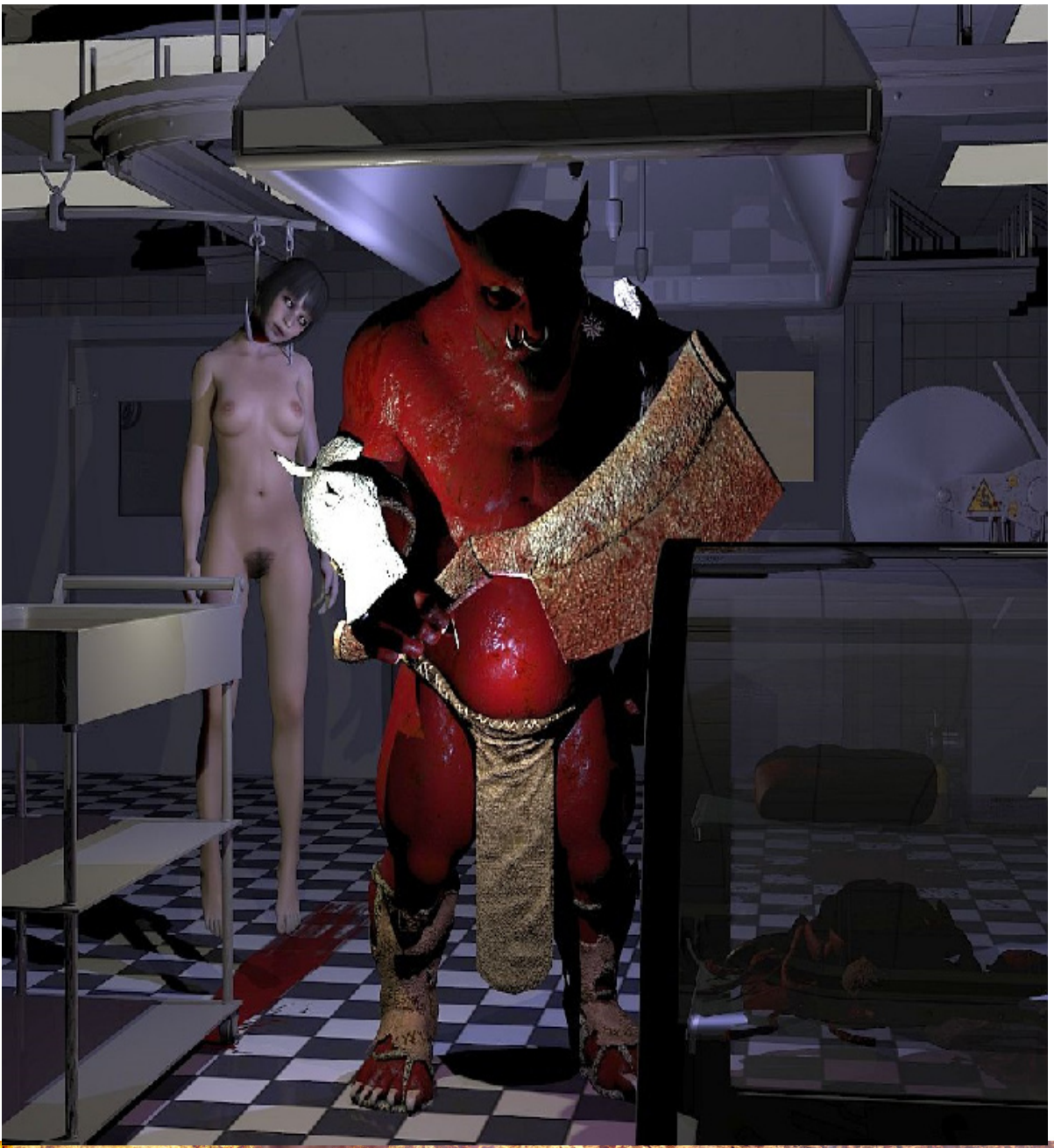
where it is. (Though the best rumors place it beneath Dock 10-8.) The Plastic Hell bubble and churns, giving birth to new **Bio-Machine Oozes** and similar horrors when the chemical composition of the dirty water reaches a critical mix. POETICA (both free and enslaved) often offer wreaths of flowers to the waters lapping at Dock 10-8, and there are almost messianic whispers that the "**Single, Perfect POETICA"**, who will free and enlighten the race, gestates in the half-living, half-dead womb of the Plastic Hell.

HYABUSA HEAVY INDUSTRIES ASSEMBLY PLANT-03

Chiba, Chiba Prefecture

The third of four Tetsujin assembly facilities is found in Chiba's dockyard districts, almost within sight of the New Day Girl Factory Docks. The rivalry between the employees of the two android-building mega-corps is hot, fierce and nasty. On a good day, somebody's car tires might get slashed, or beat downs might get handed out. On a bad day, somebody's going to die.

Assembly Plant-03 is patrolled by human and Tetsujin security forces as well as **Kumo-Chan** assault mecha in HHI livery.



PICK THE BONES

Chiba, Chiba Prefecture

Pick the Bones is a hidden meat market that serves Tokyo's *oni.* The proprietor is the leonine brawler **Eto the Ironpot** (CE male Ironclub Oni Barbarian 6/Summoner 1), who makes an excellent living taking his cleaver to cannibal cuisine. Pick the Bones collects the bodies of Yakuza killed in street brawls, catgirls gassed to death in TBMS execution facilities and homeless sleeping somewhere they shouldn't. Eto's skill with a cleaver and a chainsaw reduces everything to neatly labeled cuts in one of the display freezers.

Pick the Bones is hidden in a block of rundown and shuttered warehouses near the Chiba Port. A short flight of graffiti covered stairs leads down to a riveted steel door. Behind the steel door are row upon row of display freezers, all clearly illuminated under harsh white fluorescents.

At any given time, a dozen demons might be in the shop, carefully selecting their cuts. No one other than Eto himself, and occasionally his Eidolon, **Mothermarrow,** has ever been seen working the counter. He's all the security the place needs.

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Eto accepts 'consignments' of fresh corpses, buying them off mortal assassins and demon princes alike- a visit to Pick the Bones is a good way not only to get rid of an inconvenient corpse, but to make a little profit in the process. Eto only accepts corpses less than 8 hours dead, and refuses to purchase the bodies of boys under 12, nor the corpses of Buddhist holymen, for secret reasons of his own. He can smell the flesh of a Buddhist cleric or priest. He pays between 100 and 400 gp (10,000-40,000 yen) for most other human corpses, significantly more for *kami* or high level spellcasters. Lately the red oni has been paying a premium for the fresh corpses of destroyed Goryohime- not for their meat, because even pretty undead flesh is barely palatable, but for medical research….

THE CRIB

Baby Sister Ryoko lurks around Chiba, murdering any human pedophiles and kid-traffickers she comes across with a sawed off shotgun bigger than she is. When she's not out hunting, she keeps a safehouse in a storage shed behind Pick the Bones. The safehouse is as spartan as it gets – an air mattress and sleeping bag, I-phone dock, secure laptop, and a workbench for her guns. (She keeps a stuffed pink and sparkly kitten under the sleeping bag, her secret shame.)

Sometimes Ryoko helps Eto the Ironpot butcher and package big orders, other times she drinks whiskey and plays an eternal game of cribbage with the red-skinned oni thug. Not much of a life, but Ryoko likes it well enough.

YAMAHA MOTORCYCLES (ABANDONED)

Chiba, Chiba Prefecture

This motorcycle assembly plant was shuttered in the late 1990s and remains in legal limbo as bankruptcy proceedings and a legion of lawsuits wind their way through their way through the courts. It has become the lair of the dark POETICA necromancer/summoner **Valentina A** (CE Scratch Built POETICA Summoner 14), and a hiding place for her vast legions of tech-augmented undead bio-borgs.

People disappear here, and the Chiba prefectural police don't enter this ruined, boarded up neighborhood in anything less than platoon strength, and even than only rarely. On clear nights, the slow blink of a jury-rigged soul collection antenna- a crude, gutter-tech copy of the green and white selenium-cored towers above the Chiba Factory docks is an eerie beacon amid the smog. On those nights, Valentina A is working. Experimenting.

Testing the capture-net that sieves fetal soul shards. Testing the occult wombs. Trying to build her first true POETICA. Trying to steal the secret of creation itself.

LAUGHING CAT'S GUN RANGE

Chiba, Chiba Prefecture

The Laughing Cat is one of the few private gun ranges in gun-unfriendly Japan, and is popular with Tokyo and Chiba cops, as well as the adventuring set. It's also a popular weekend thrill spot- ordinary men and women can rent time with something kickass and full-auto, get a half hour lesson on firearms safety and take to the range to blast apart paper targets.

The Laughing Cat's run by the ever-mysterious **"Larry" Sonoda** (LG female human Gunslinger 10). There's endless debate about why she goes by a man's name. Is she trans? Did she take the name to honor a lost boyfriend, murdered dad or disappeared kid brother? Larry tends to throw things at anybody who asks more than once. Perfect aim- a stapler right into the crotch or a can of Kirin right between the eyes really hurts!

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Larry's got a tiny bit of magic, enough to enchant firearms to order. She takes her time- it might take her six months to year of work to put together a custom gun but the results are worth it. She checks out her clients carefully, and is careful who she sells to. Larry will only sell mundane firearms to those rare few with legit licenses, and will only sell enchanted guns to local cops she knows to be responsible and honorable or to adventurers she trusts with her life. She keeps track too- if a client sells an enchanted gun or lets it get stolen by somebody bent on using it for evil, there's going to be Hell to pay.

CUTE LEGS

Chiba, Chiba Prefecture

Cute Legs is a hard rock bar and night club operating out of an old JASDF hanger that's been (somewhat) refurbished. Some of Chiba and Tokyo's best rock, metal, visual kei and punk bands got their starts doing shows at Cute Legs. The fat, surly owner is one of the few in town who lets free POETICA performers play live, and even pays them the same shitty rates he gives to human bands.

METAMORPHOSIS NORTH CYBER-CAMPUS

Chiba, Chiba Prefecture

Metamorphosis North is an American tech mega-corp and one of only a handful of non-miltiary facilities in Japan capable of carrying out full cybernetic reconstruction. The Metamorphosis North campus covers several square kilometers, and is protected behind a high ceramic meta-material protective wall. All the campus's buildings are constructed from the same dense, durable materials and glisten like wet pearls in the sun.

Metamorphosis North can install virtually any cybernetic device as an outpatient procedure, as well as perform routine repair. The campus is a favorite haunt of wealthy transhumanists, techno-mages, high-tech adventurers and combat cyborgs. There's not a week gone by that a small clique of MHTU engineering students aren't on campus to have headware installed.

The MN Cyber-Campus can also perform full cybernetic reconstruction to create both Light and Heavy Cyborgs, though facility time must be booked more than two years

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in advance of the operation. The facility has long-term contracts with the Japanese government to upgrade the JSDF's cyborgs.

ADVENTURING ON THE MN CYBER-CAMPUS

The Cyber-Campus consists of 10 major buildings and an assortment of smaller storage warehouses, guard posts, armories, small showrooms and private meeting bungalows. The company has used its clout to win some unusual concessions from the Japanese government: the Cyber-Campus is legally American soil, not under Japanese jurisdiction. The Cyber-Campus is a 11.5 billion dollar facility, and looks it: everything is crisp, clean and ultra-modern.

The MN Cyber-Campus is very well defended. In addition to retractable energy turrets, the Cyber-Campus is protected by independently engineered versions of **Bunraku-66** androids and **Kumo-Chan** and **Urban Knight** assault mecha as well as unique cybernetic professionals engineered by the mega-corp for their own exclusive use. Metamorphosis North makes exclusive use of tech-based defenders, and has no appreciable magical defenses or wards in place.

Computer security is top of the line, with most Computer Use check DCs for hacking increased by +5 within the Cyber-Campus, reflecting the facility's extraordinary information security.

The MN Cyber-Campus maintains a stable, artificially generated *torii* beneath the campus' breeder reactor. The diamond-framed portal leads to a pair of different alternate Americas: one, the domain of psionically active supersoldiers, the other a dark future America torn by religious strife. Campus directors Stroman and Johnson hail from the first alternate America, as do most of the campus' research and security staff. The mega-corp has no idea about the existence of either the Tatakama nor the Black Else, nor do they know that the **Ubume Empress** is at least subconsciously aware of their portal and could seize it anytime the whim struck her. (She'd have to come to terms with her true nature, though, and that might just be a harder challenge than burning the Multiverse.)

METAMORPHOSIS NORTH EXECUTIVES

Mason Stroman (LE male Light Cyborg Rogue 4/Fighter 4) is a MN vice president and Chief Operting Officer of the Chiba facility. He wears a next-gen cyber-chassis that can easily pass for full-human on casual inspection, as well as 5,000 dollar suits woven to stop rail-gun rounds. He is professional, polite and utterly paranoid, which makes him perfect in his role. He personally designed the campus' security protocols, which are multi-layered and deadly.

Stroman is cautiously intrigued by the magic of Black Japan, and smart enough to realize that the baseline laws of physics are mutable here. Reality simply doesn't function the same way it does on the Earth he was born to. Part of his assignment to Chiba is to work out a theoretical framework for understanding the supernatural. Knowing he's on unfamiliar and treacherous ground, Stroman falls back on his military-trained paranoia, and investigates cautiously.

Stroman's chief researcher, **Jubilee Johnson** (N female Light Cyborg Smart 5/Techie 2) isn't so cautious. A college graduate at 17, everything's always come easily to Jubilee and proper research procedure or independent peer-review bores her to fucking tears. She's gone out walking in the Tokyo night, just to see what lurks in the shadows. More than once staggered back to base, her cyber-frame shredded nearly to the critical damage threshold, but at least whatever oni she was trading blows with never staggered anywhere at all.

Jubilee's made contact with **Dr. Sukakagi** and considers him the most exciting scientist she's ever met. Unknown to Stroman and the rest of the company. Jubilee Johnson has let the mad genius into the Cyber-Campus' secured laboratories unsupervised. He's teaching her the secrets of techno-magic, she's helping him out with his *"Cat Goddess Instrumentality"* project, whatever the fuck that is.

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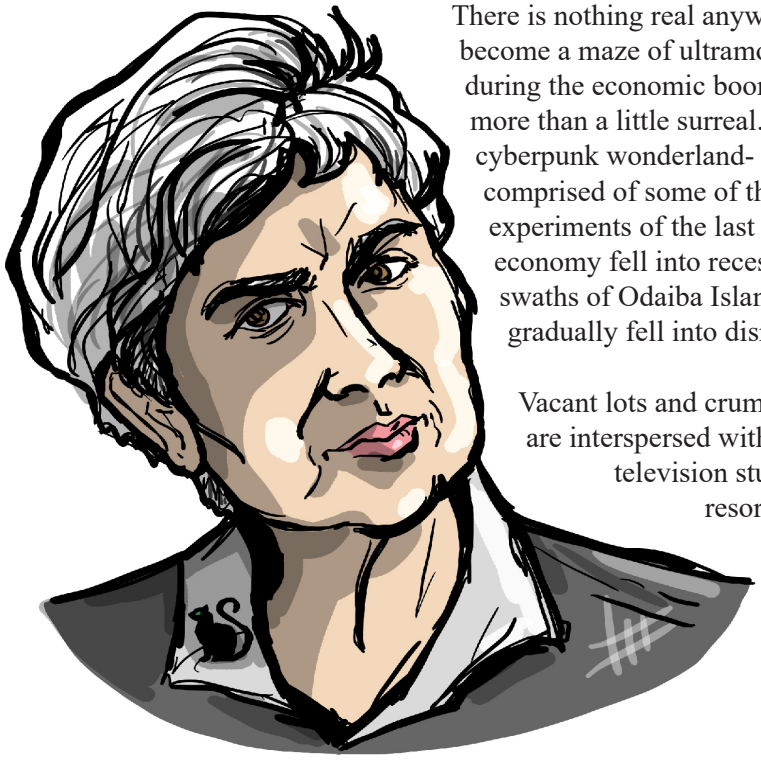
THE OBAKE ESTATE

Chiba, Chiba Prefecture

Karen Obake (LE female human Transmuter 13) was the only female member of the **Exorcists of '68**. Obake was once one of Japan's secret protectors, but she sold out during the 1970s. She designed both the spells and the gene-treatments necessary to produce a true Nekomusume and was very much the 'mother' of Cheetah-Ai and the other first-gen Nekomusume.



Today Obake is one of the richest businesswomen in Japan, but she has not left her Chiba mansion (except for high security board meetings) in more than two decades. The Obake Estate is protected by a cadre of specially engineered "**Lynx Series**" cat-girls (NE female Nekomusume Barbarian 6), who travel with Obake on the rare occasions she leaves her estate.

The Obake Estate sprawls across several acres of neatly manicured greenery, and includes a riding path and horse stables. In her later years, Karen Obake loves horses nearly as much as the catgirl race she helped create. Her love, however, is never selfless and benevolent, but possessive and egotistical. She sends her minions to enter personally groomed and sadistically trained Nekomsume at **Fashion Club Nekomini** events. The reclusive woman has won several titles and is considered the grand dame of catgirl ownership.

Karen Obake keeps none of her feline harem for longer than twelve years, euthanizing unwanted elders at a small veterinary clinic on site. A nearby crematory, also on site, disposes of the remains: Obake personally dumps the ashes and bone shards down a feudal-era well at the edge of her property. (Anyone familiar with Japanese folklore should realize this is a **cataclysmically** bad idea, even if Obake apparently doesn't.)

ODAIBA ISLAND

Midway between Tokyo and Chiba Prefectures

Odaiba Island is an artificial island originally built from wood and landfill shortly after Commodore Perry's notorious visit to Japan. The island was originally a sea fortress, designed to protect Tokyo Harbor from a Western invasion fleet that never materialized. Odiaba Island has only grown larger and more impressive since then.

There is nothing real anywhere on Odaiba. The island has become a maze of ultramodern architecture, designed during the economic boom of the 1980s. The result is more than a little surreal. Odaiba is a steel and concrete cyberpunk wonderland- hard edged, ultra modern and comprised of some of the most daring architectural experiments of the last century. Of course, when Japan's economy fell into recession during the 1990s, wide swaths of Odaiba Island were left abandoned, and gradually fell into disrepair.

Vacant lots and crumbling, condemned steel spires are interspersed with active corporate headquarters, television studios, amusement parks and resorts, each with their own gaudy theme and matching décor.

Some of Odiaba Island's inhabitants include

- A huge and **bloodthirsty pack of feral Nekomusume** who lair in an abandoned casino with a faux-Italian/ Mafioso theme.
- A rag-tag camp of homeless men protecting a badly **wounded Kami of sake** being actively hunted by the Amakaze
- **The Kekkou Corporation**- a new startup that nobody knows much about. The Kekkou Corporation has a lavish corporate HQ built around a stable dimensional portal to the *Buddhist Pure Land.*
- A Shinto graveyard constructed from scavenged scrap concrete, with *jizo* statues improvised from twisted soda cans, built by ghosts and homeless **Akaname.**
- **The Midnight Hospital**- a huge, well equipped for-profit clinic where Tokyo's supernatural creatures can receive medical care. Considered neutral ground by all Black Japan's factions.
- **Princess Wedding Day**- a huge and popular but very tacky wedding hotel decorated to look like a European fairy tale and run by a **coven of repentant succubus.**
- **TV Rainbow-** the headquarters of the major Japanese broadcaster is a monolith of exposed steel girders, interspersed with spherical glass office modules, looking like a massive child's modeling toy. In house

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studios produce some of Black Japan's most popular current anime series.
- **Via Roman-** a massive shopping mall with a faux-Roman theme. The interior is a fake Roman countryside, complete with hourly sunsets, and the shop exteriors all look like white marble.

THE SECRET SUBWAY LINES

Various locations throughout Tokyo Prefecture

As the heart of both magical and mundane Japan, Tokyo is the center of its transportation network. Already one of the best in the world, the subway and rail system used by Japan's mortals are supplemented by a variety of magical subway lines only available to the arcane elite. Some, but not all, of these hidden tracks include:

The First Class Lines: These luxuriously appointed trains resemble English steam engines from the Victorian age rather than modern bullet trains, and are the exclusive property of the Amakaze. Four first class lines exist, each with their own routes.

- The Tokyo/Yamagata train is paneled in red wood, and smells faintly of cherry blossom and a young girl's hair.
- The Tokyo/Nagasaki train is luxuriously appointed in purple velvet and black leather, and its cabins are decorated in framed anti-abortion prints.
- The Tokyo/Hokkaido line has a Russian flavor and makes its final stop in the shadow of Project GILGAMESH, most of its route beneath the icy waters.
- Finally, the Tokyo/Tatakama line makes its way through a stable torii gate in the forests encircling Mount Fuji, and takes its masters to their lavish palaces on the far side of the dimensional gulf.

The Imperial Line: This private subway, protected by magical wards, runs beneath Tokyo and connects the Imperial Palace with the Diet Building and other major government offices. Only a blood member of the Imperial House of Japan, or their trusted servants, are authorized to travel along this line. Guards with both military training and supernatural expertise protect this line and its passengers at all times.

The Military Network: These steely black trains are emblazoned with the flag of Japan, and are used exclusively by members of Chrysanthemum Seven and Police Section Seven. These lines can get operatives to virtually any point in Japan within hours.

The New Tama Line: This short train is a jury-rigged mess that so far only manages to run 2 days out of five, on a rather unpredictable schedule. Enchanted by a handful of rookie wizards working out of Tama, this four-car train is designed to take catgirls from captivity in Tokyo and Chiba to freedom in either Tama or Nekoshima. The line's a mystical mess, but being able to carve an occult railway out of reality is an impressive feat even if the results are somewhat subpar. The line's creators are constantly trying to upgrade and improve the New Tama Line.

The Retail Line: This white and green train rumbles between Ehime, Shimane and Tokyo, transporting artificial

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Japan's Secret Subway Lines			
Line Name	**Route**	**Knowledge (arcana)**	**Use Magic Device**
The First Class Lines	Four separate routes	DC 20	DC 32
The Imperial Line	Tokyo's governmental district	DC 18	DC 35
The Military Network	Various routes, all across Japan	DC 20	DC 30
The New Tama Line	Tokyo and Chiba to Miyagi Prefecture	DC 18	DC 18+1d4
The Retail Line	Tokyo to Ehime and Shimane Prefectures	DC 22	DC 20
TO-777 Line	Tokyo to Oita Prefecture	DC 22	DC 20
Tsuyoi Express	Variable Routes	DC 30	-

women assembled in the New Day Girl Factory to sale in both Tokyo's Akihabara district and the various malls throughout Shimane. Artificial girls are kept in stasis, hanging suspended from womb-pods, until they arrive at their destination.

The TO-777 Line: This line crosses the Tatakama, disappearing into a mountain tunnel outside Tokyo and emerging hundreds of miles to the south in the Oita Prefecture. It makes the trip down to Oita at 0615 each day, and returns at 1820, long after classes conclude. It is only accessible to students and teachers at **Tanso Middle School**, and its doors only open for a passage-token sewn into a blazer pocket.

Tsuyoi Express: This single car bullet train is jet black and windowless, and the exclusive province of Taru Tsuyoi and fighters in his favor. Unlike other lines, the Tsuyoi Express has no set route: the driverless enchanted train can be directed to any track in Japan via a touchscreen control. Each journey requires a death: someone bound to the train car, on a rack just beside the touchscreen. Beat the chosen victim to death, the screen will light up and the dark train will take you where you want to go.

There's a hidden file in the occult operating system: if the victim is someone especially dear to you: a child, a parent, a lover, a betrayed friend- the train can take you anywhere on the planet, not just anywhere in Japan. There is no other way to activate the Express.

The following chart shows some additional information about the various magical subway and rail systems crisscrossing Black Japan.

The Knowledge (arcana) check DC represents the difficulty in finding a particular station or stop accessing one of these lines. Players can substitute a Knowledge (streetwise) check at a -10 penalty, or a Diplomacy check to gather information(among Black Japan's occult community) at a -5 penalty instead. Once the line is uncovered, the Use Magic Device check DC indicates how difficult it is for an unauthorized passenger to make the damn train go.

TAMA: FIRST FREE CATGIRL CITY!

Tama, Tokyo Prefecture

Within the past few years, *Tama*, a suburb of Tokyo, has become another homeland for free Nekos. To revitalize their failing train station, the local community appointed a cute Nekomusume idol station master as a joke. Her vivacious charm brought a huge wave of tourism into the town, revitalizing the local economy. The town council recently voted to grant almost full civil rights to all Nekomusume living in Tama and in the Tama Hills region! Because of that law, you'll find more cat-girl owned businesses in Tama than anywhere else in the Realms.

TAMA STATION

Tama's now nationally famous rail station has stood since the post-war reconstruction period. It went through a period when it looked like the station was going to be closed, but appointing the feline idol singer **Hiroo** (use Pettanko Kitten stat-block) as station master has turned the station's fortunes around. Now, tourists come from all over Japan (and the world) to take photos with Hiroo and her fellow feline train staffers, or to ride on comfortable, newly remodeled trains with adorable calico livery and triangular, kitty-eared air breaks.

Tama is a major hub for rail travel into and out of Tokyo, and accommodates dozens of local trains as well as myriad bullet trains. The station is always busy, though the press of incoming trains slows to a trickle between 1-6 am. Hiroo is usually at the station, chatting with travelers, taking photos

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with kids and tourists, giving directions, even singing a quick set in the lull between trains, until sunset. She occasionally pops back up to interact with the late crowd.

Hiroo lives in a small cottage set aside for the station master's use, which is just a short walk from the station's main gates. She'll often let newly arrived Nekomusume stay with her for a bit, until they can find permanent housing in town, and is seen by most as a big sister and inspiration to the other cat-girls.

TAMA ENGINEERING UNIVERSITY

Tama's most important vocational college trains workers for the rail yard, and offers a top-flight mechanical curriculum. The Engineering University's campus is barely a kilometer from the station, and students usually spend at least half their week at the station, earning hands on experience. Tama Engineering University offers full scholarships to Nekomusume if they agree to work for the rail yard for at least three years after graduating. Most pounce on the chance. (Literally. Catgirls are nothing if not enthusiastic.)

SMILODON RISK FREE NEKO CRECHE

Smilodon Risk (second largest producer of cat-girls in Japan) didn't cancel its plans for a second production facility in Tama when the cat-girl freedom ordinances were passed. Instead, Risk donated the facility to the township, and while the high-tech new breeding and occult veterinary facility is under construction, has been training some of the smarter local Nekos in its operation. By the time the Free Neko Creche comes on line, in two or three years, there should be a fully qualified, all-Neko staff of gene-cutters to run it.

GOLD SHISHI BEDDING AND SUPPLIES

Gold ShiShi is a bedding and softgoods store popular with local human women (especially college students), and absolutely beloved by local Nekomusume. Half the homes in town have bedsheets, towels and tatami matts bought at Gold ShiShi.

Gold ShiShi also offers enchanted bedding and household goods- non-adventuring items designed to make a home brighter, safer or more livable. The store's owner, **Nakime** (NG female Ecchi Enchanter) is an activist for nation-wide Neko and POETICA freedom: Tama Town is a good start, but not nearly enough. She collects used bedding and housewares for newly free Nekos making their first free homes, and her store has a job-board for Nekos who can't find employment with the rail yard.

GREY OBAKE DOJO

This tiny, store front martial arts dojo is only marked by a cheaply printed window cling of a mysterious grey cat above the dojo's name and hours. It's crammed between an insurance office and a small *udon* restaurant. The dojo teaches women's basic self defense, and in the last few months, since some of Tama's Nekos have disappeared, its classes are always full.

The Grey Obake's sensi is a small and harried middle aged Korean woman who just goes by **Jill** (use the Eyrines Sister stat-block), and who barely makes enough to keep the dojo open and her own bills paid. She's a recruiter for the Sisterhood, keeping an eye out for those vanishingly few students with the heart and the will to actually join the fight.

KEEP KILLING CAT-GIRLS

Yu Tetsuzan (use TBMS Catcher stat-block) is a black-hearted, lard-assed, racist, misogynist and general sleaze

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who retired with a 30 year pension from the TBMS. When the city freed its cat-girls, his generic malice turned into true evil. He gathered a crop of his fellow retirees (use a mix of ***Mortal Sex Criminal*** and ***TBMS Catcher*** stat-blocks, 4d6 total members in the gang) and set up a jury-rigged execution room in a disused garage on a buddy's farm. Tetsuzan's thugs have raped and murdered several free Nekos over the last few months.

Tetsuzan and his buddies have all taken good cuts of cat-girl steak for their deep freezers, and quicklime and a small backhoe take care of the rest. Tetsuzan has been dumping a few of his kills just across the town border, where Tama Township officially turns into Tokyo, and catgirls aren't free by default- the better to scare the local felinoids. The catgirls have turned the dingy stretch of rail-yard into a shrine for their murdered sisters, a dreary place sanctified in catgirl blood.

The local Nekomusume are wary, knowing something's taking their sisters, but aren't sure exactly who or what. They all know Tokyo is dangerous, so they walk together and keep their keen eyes open. A few Nekomusume have spotted a light duty truck belonging to one of the killers' carpentry service, though none of them are sure if the truck is a legit lead or just more rumors.

Yu Tetsuzan has no intention of dying in jail. As soon as his gang starts panicking or breaking up in the face of an investigation, he's got zero problem murdering them all. He's going to frame a particularly dimwitted drinking buddy. None of the other retired TBMS thugs know that Tetsuzan has a few favors outstanding: if it all goes to shit, he can bring in a single ***TBMS Gasser*** monstrosity to clean things up. He can call in that favor only once, so he hoards it jealously.

THE CLOVERS UNIVERSITY

Tama, Tokyo Prefecture

Uniform Colors: Black with gold trim. School crest is a black and gold checked shield bracketed by a pair of scrolls.

Clovers University is a private school owned by Heaven itself, whose celestial and half-angelic teachers scour Japan in search of courageous, promising young magicians. Prospective students find their lives quietly becoming more and more bizarre, as Futakuchi teachers and their celestial assistants begin quietly dogging their every step, hoping to protect them from a suddenly hostile Black Japan. Those willing to accept Clover University's tutelage are taken to its secluded campus in a quiet bedroom community just a short train ride from the heart of the Tokyo Metropolis.

Clovers University is a secondary high school, which teaches students from grades 9-12, and many of the best alumni continue on as student teachers themselves, rather then leaving for a conventional college or joining the mundane workforce. Clovers accepts students of both genders, who live in rigidly segregated dorms on opposite sides of the relatively small campus. Powerful, luminous wards prevent students from sneaking into the opposite sex' dorm for mischief or romance, and as a result most affairs and first loves are more likely to be same sex.

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The student body stays at the school year-round, while mild enchantments make their mortal parents gradually forget they ever had children until these children return for a short summer break. Older and more experienced students are allowed off campus more often, and are made available to **Chrysanthemum Seven** and the **Tokyo Police Department** as freelance *oni*-hunters and exorcists. However, until graduation, all Clovers students must wear the distinct black and gold University blazer, and all are accompanied on their errands by a Futakuchi or combat-ready Daughter of Kirin guardian. Still, sneaking out without their celestial chaperones for some mischief in Black Tokyo is a time-honored Academy tradition.

Clovers University trains mages, Modern Spellcasters and witches of a dozen traditions. However, the school has no taste for *skatto* magic nor Flow Witchery; students wishing to learn these powerful but perverted arts must find a teacher outside the teaching staff to tutor them. The Clovers University teaching staff prides itself on its abjuration and exorcist curriculums, with a great emphasis on traditional Shinto devil hunting and Buddhist clerical magic. Many well trained Ghostkiss Investigators hail from the Academy, as do a rare but potent few Sacred Pleasurers.

The ultra-conservative Clovers University considers the Harem Mage path a frivolous misuse of magical talent, though a few upper-classmen *otaku* learn the basics of the profession as part of the school's *Anime Culture Club*. Likewise, the teachers do not train students in the path of the Hanging Maiden, believing that such a mystic career is a tragic waste of mystical potential. Despite their aversion to the profession, Clovers University's girls team plays regular football scrums against the Hanging Academy's Goryohime, and many Clovers students are pen pals and almost-boyfriends with the undead young ladies of their rival school.

The Clovers' Headmaster is **Dr. Ito Nobunga** (LN male Imperial Family human wizard 21/lore master 8), a stern, unimaginative and unbelievably powerful spellcaster who can trace his family's linage to the great samurai general of the same surname. Dr. Nobunga's family has long been aligned with the Futakuchi and with several Kami clans dedicated to law, good and the scholarly arts. These heavenly outsiders gave his family both temporal and arcane power, and in return, the Nobungas have protected and guided the youth of Japan for centuries.

Dr. Nobunga himself rarely interacts directly with the students, trusting his teachers- every one of which is a respected spellcaster or modern samurai in their own right. Chief among Dr. Nobunga's teaching staff is the cheerful **Kami of Heavenly Law**, **Dr. Vai Fukujin**. The relentlessly cheerful Kami teaches civics, law and business, in addition to summoning and binding classes, and comes off like a cross between a brilliant trail attorney and a hip older sister. Dr. Fukujin (LG female noble Kami Smart 4/Charismatic 5) is a favorite among the students.

Like the Hanging Academy, the Clovers University is host to several clubs and student organizations. Some of the most interesting are:

- *Anime Culture Club:* This informal club, which usually meets in the school's media center on Friday and Saturday afternoons, is the only way to learn the skills of the Harem Mage. The club is perpetually underfunded, and always to struggle to prove the validity and usefulness of its magical style to a somewhat skeptical teaching staff.

- *Camping Club:* This club often takes day or weekend trips to Japan's national parks. In addition to mundane camping, hiking and wilderness skills, the members of the Camping Club learn old nature-magic secrets from various Kijimunna and Koropokkuru guest lecturers.

- *Debate and Rhetoric Society:* Led by the beloved Dr. Fukujin, lots of students join the club for a chance to bask in the presence of the perky *kami*. More flirting and joking than actual debating occurs during club hours.

- *Forensics Club:* This club teaches mundane and magical forensics and the basics of police work. Students from the Forensics Club often shadow Police Section Seven officers as they conduct investigations, and occasionally get to help out against relatively minor threats and arcane criminals.

- *Kendo Club*: This club is fiercely competitive with other mystical schools in the region, and demands absolute perfection from its members. Students wishing to get on Dr. Nobunga's good side (assuming he has one) join the kendo club. Perfect form in a bout is one of the rare things that will coax a smile from the stern immortal's face.

- *Tantric Practice Club:* This club teaches students in grades 11-12 the basics of sexual magic, and is taught by Sacred Pleasurers on staff. For many, this club is the first chance the sex-segregated students have to consummate a long simmering romance, and many of the school's students join thinking this club is just easy sex. By the end of the school year, the club's girls are usually stronger for their experience, while the club's boys tend to be slightly discomfited by the unexpected

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emotional intimacy found behind the club's doors.

NEW TERAGOYA UNIFORMS

Tama, Tokyo Prefecture

This three-story clothing store is probably the largest single provider of school uniforms for Tokyo's students, well worth the short train ride. As big as it is, the shop gets overwhelmed at the start of each new school year.

After New Teragoya Uniforms closes its doors to the public at 2130 each evening, it re-opens unofficially to conduct its real business. It's an open question whether the uniform shop's ostensible owners know about the enchanters or not. Adventurers wanting custom-fitted enchanted school uniforms and accessories (like armlets, brooches or school ties) can slip in an obscure door out by the loading docks. The correct door is identified by a small glow in the dark sticker of a frog. If you value your life, do not try any other door! Especially not the door with the glittery star sticker above the knob.

New Teragoya Uniforms' enchanters are a gaggle of sunken-faced, seemingly sour old men. The only thing that can bring a smile to their toothless faces is seeing a fresh school uniform on a pretty, heroic girl, and they've been known to knock a few percentage points off the price if the buyer is especially cute or else, flirts shamelessly.

KUNITACHI COLLEGE OF MUSIC

Kunitachi, Tokyo Prefecture

School Colors: Red, Gold and Pink, uniforms not required.

This stately, sprawling campus produces more idol singers than any other music school in the country, and its grounds are home to thousands of beautiful girls.

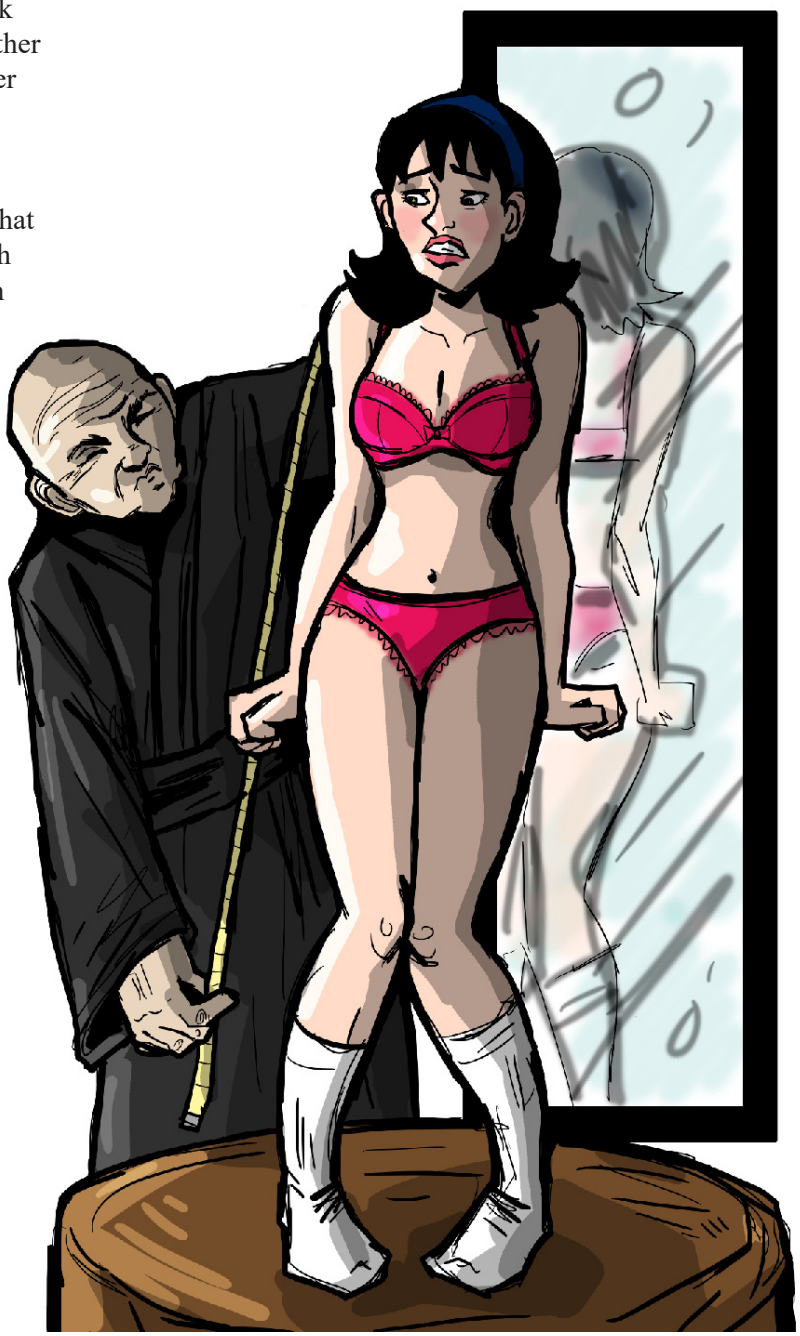
The school also offers a special magical curriculum, teaching bardic music in a modern context. How the school chooses its young bards is a mystery to both students and applicants, girls on the edge of flunking out have as good a chance of being offered true magical training as girls with a promising idol career ahead of them.

FUKUGAWA EDO MUSEUM

Kudo, Tokyo Prefecture

What most tourists think is just a charming recreation of Edo-period life, using an intricate full-scale recreation of an 1830s era village combined with futuristic holography is really something far weirder. A three-square block area replicates Edo as it was, with thatched roofed buildings, narrow alleys between shops and craftsmen. Visitors wander the narrow streets, interacting with exhibitors and watching ghostly figures go about the daily lives of long ago peasants and merchants.

What few mortals realize is that the drifting ghosts are not just holograms. The open-air museum is a semi-permeable *torii* to the Tatakama. The torii is a window, though not usually a door.



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Black Tokyo

Tokyo is too big, too sprawling, too diverse to be thought of as just one city.

Instead, imagine it as a half-dozen teeming mega-cities and miscellaneous lesser municipalities, all grown together into a gestalt metropolis far greater than the sum of its parts.

Welcome to Black Tokyo.

HOUSING IN JAPAN

Japan is densely populated and thoroughly urbanized. Japan's largest cities teem with tens of millions of souls, mostly human, but with a handful of stranger beings tossed here and there, hidden within the shadows and in the undreamt parallels down lost alleyways. Black Japan's heroes are used to a tighter, closer world than their American counterparts. Tokyo, Osaka, Nagasaki and other great cities press in from all sides, never offering a minute's peace, a second's privacy.

Black Japan's homes are small spaces- tiny and personal domains carved out of the living flesh of the cities. Black Japan's urban inhabitants are mostly apartment dwellers, living in concrete and steel apartment blocks (*apatto*) a few stories tall or in *mansions*, larger home like structures built around a central courtyard and main entrance gate with a secure, centralized post-box. *Apatto* tend to be fairly short structures, five or six stories high at the most, as a consequence of Japanese building codes, though apartment towers, built primarily during the late 1960s and early 1970s onward, are common to mega-cities like Tokyo itself.

Japanese apartments are usually claustrophobically small, sometimes single room structures built to a rectangular, shoe-box plan. Despite this, rents are high, and special payments to landlords, annual lease renewal fees, bribes such as *key money* (a kind of non-refundable deposit) and the like make finding homes a difficult task for many young workers. As a consequence, many of Black Japan's better mega-corps offer corporate housing to junior employees as a benefit- a small, tidy apartment that is theirs for at least the first 3-5 years of their employment, or until the junior employee marries, whichever comes first.

In rural and suburban Japan, or for city dwellers with more money to spend, free standing Japanese homes provide substantially more privacy. Such homes are often surrounded by a small stone or concrete wall (more for privacy than security), with a fairly traditional entrance gate and private mail box. Homes might emulate Western architectural trends, or be built in a traditional Japanese style. In this case, the home is usually a large, undefined central room, which can be separated into bedrooms, living area and other functions by the addition or removal of modular *fusama* (sliding wooden or paper doors). By default, only the central entry way (*genkan*), kitchen and toilet and bathroom areas are separated in a Japanese home.

ARCHITECTURAL QUIRKS

All Japanese homes, even the most modest micro-apartment, have a separated entry way into the home called a *genkan.* Think of this as almost an airlock like space between the front door and the actual entrance to the home. The genkan is fitted with hooks and closets for storing jackets and outerwear, but more importantly it houses the *getabako*. The getabako is a small wooden rack for storing shoes. Visitors take off their shoes here, and trade them

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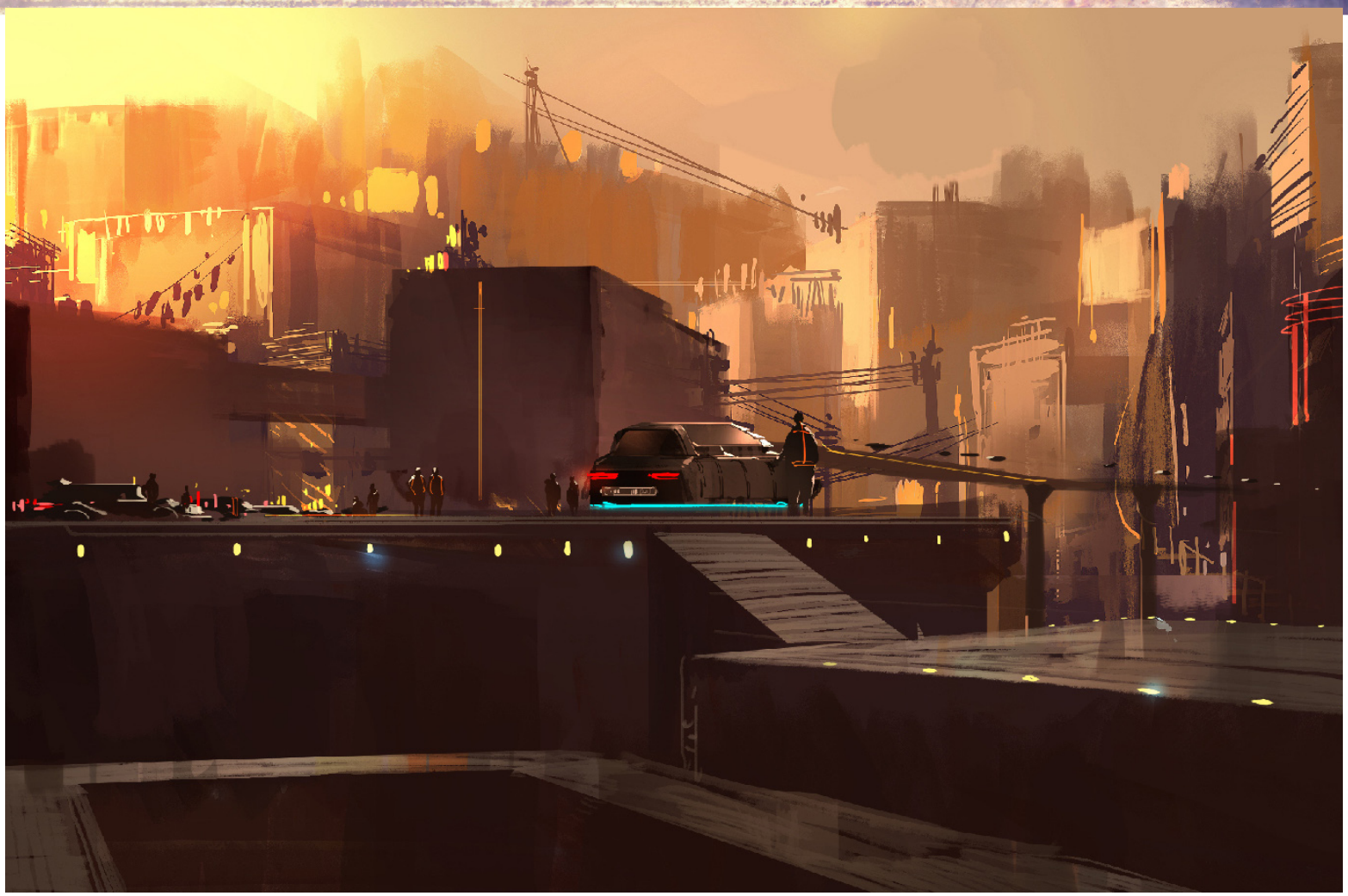

in for house slippers or house shoes before entering the dwelling proper. This provides a psychological and tangible separation between the clean, peaceful home and the dirty and chaotic outside world.

Japanese homes are measured in *tatami* mats, traditional floor coverings made of padded rice straw to a standardized size. Tatami mats are 180 cm x 90 cm (around six foot by three foot), and real-estate listings describe a home's size in terms of how many tatami cover its floorspace.

Wooden homes in Japan are considered to have a finite lifespan- 20 years or so according to most urban tax codes. Though there are many older wooden structures, some dating back more than a century, still in service, more commonly wooden homes are periodically leveled and rebuilt. During the rebuilding, homeowners usually rent a room or live in a temporary building on site.

Relatively few older apartments offer central heating, and except in far Northern Japan and Hokkaido, where the winters are especially brutal, few have insulation to the extent Western homes do. Japanese renters usually purchase and install their own heating units, inset into heating ducts provided for these purpose, and take these devices with them to their new apartments when the lease ends. Others heat their homes with highly efficient kerosene or electric space heaters. Due to the common use of kerosene heaters in the home, Japanese windows usually include special venting to prevent the build-up of potentially toxic fumes.

In almost all Japanese homes, the sink, toilet and bath are in separate rooms, rather than in a single Western-style bathroom. This is due to Japanese attitudes about personal cleanliness, though combined facilities are becoming more and more common in recent years. Sometimes the sink is placed above the toilet and fed on the same water supply, with water from the sink draining into the toilet tank as a conservation measure. In other styles of home, the bath tub and a place to stand for a shower are adjacent, yet separate structures, further subdividing the bathroom. Many Japanese homes these days have a high-tech toilet called a *washlet* rather than the traditional squat toilet. These devices are an example of bathroom luxury, often including adjustable heated seats, bidet, air dryers and other conveniences.

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GLOSSARY OF TERMS RELATED TO THE JAPANESE HOME

- **Apatto** – a loan word for apartment (from the English word)
- **Furo –** a large multi-person tub for relaxation rather than bathing, found in many homes and some apartments. There is no cultural taboo about multiple family members soaking in a furo together.
- **Fusama –** wood and paper doors or walls that can slide to divide rooms or provide privacy
- **Genkan** – an entry way to a home
- **Getabako –** a shelf for the storage of shoes, found in the *genkan*
- **"Key Money" –** a deposit (often equal to several months rent) paid to a landlord before taking possession of an apartment
- **"Monthly/Weekly Mansions" –** urban apartments that do not require high deposits or the paying of *key money* and have short term leases, often renewed month to month or week to week
- **Nisedaijutaku** – "two generation housing" – when a married couple lives in the same home as one of the couple's parents, with separated living and sleeping quarters for each generation
- **Ofuro –** the room where the bathtub/shower is located
- **"Parasite Single" –** a young Japanese person who still lives with his or her parents to save money despite working
- **Shataku** – corporate owned or leased apartments offered to employees as a benefit
- **Shoji –** paper screens placed upon windows for privacy
- **Tatami** – rice straw mats covering the floor of a Japanese home, 180 cm x 90 cm.
- **Washitsu –** a room furnished in traditional Japanese style with *tatami* and *shoji*
- **Washlet** – a luxury toilet with special features like a bidet, heated seats, ect
- **Yukadanbo –** underfloor heating, in limited use in Japan due to the cost of installation, often fueled by a kerosene heater

CROWDED JAPAN

Everything in Japan is cramped, tight and more than a little claustrophobic. Given the country's urban density, homes and businesses alike are compact and efficiently designed. Rents, though (especially in Tokyo itself) are exorbitant. Some anime ignore the cramped conditions of real-world Japan in favor of larger sets that allow for more action and expression. However, some of the best anime make use of genuinely small spaces to give a unique Japanese feel.

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FLCL, like *Perfect Blue* (another favorite older anime), gives you a sense of how crowded and industrialized Japan is. In both these anime, just like in real life, you might go out for drinks and salted peas in a Japanese bar that's only a little bit bigger than your bedroom, or spend an evening in a karaoke room not much bigger than your kitchen. You might have a 2 room apartment in a highrise that's about half the size of a standard American efficiency, or stay in a high-priced Tokyo hotel room less than 100 ft square.

TACTICAL CHANGES

If you want to have the tightness of Japanese design play a role in your tactical game, consider the following minor rules modification. If using standard pre-made tactical maps of modern buildings, simply change the scale so that 1 square equals 2.5 ft rather than 5 ft. That should make your office buildings, restaurants and hospital floors feel appropriately cramped, and make indoor melees a little more complicated.

TOKYO METROPOLITIAN POLICE SECTION SEVEN

Headquartered at Kasumigaseki, Central Tokyo

The Tokyo police force has maintained a small garrison of ghost hunters and exorcists since 1914. **Police Section Seven** has maintained the peace and harmony of Japan and ensured balance in the mystic realms for nearly a century. Police Section Seven was a model for the **American Department Seven** and other demon-war groups. As befits a Japanese organization, Section Seven is less apt to use heavy weapons then their American counterpart. Many of Section Seven's operatives are competent street corner mages and veteran exorcists, and extensive martial arts training is mandatory.

The prestigious Section Seven only rarely accepts new agents, and only than to replace officers lost to death, injury or retirement. Applicants are required to have years of excellent service with the Tokyo Metropolitan Police or the Japanese Self Defense Force, and few candidates make it through the grueling 12-month long academy. The academy itself is located a few hours north of **Sapporo**, at the frozen northern edge of Japan, and it is rumored that the final 'graduation exam' is held on the far side of the Tatakama.

Police Section Seven is headquartered in an ultramodern 18 story glass and steel spire in the heart of Tokyo. The sprawling complex is home to everything from forensics labs and armories to a cafeteria and gift shop, even a small museum detailing some of the Section Seven's unclassified cases. A rooftop heliport and dedicated rail lines built directly into the building allows Section Seven operatives to be anywhere in Tokyo within minutes, and anywhere in Japan within hours. Police Section Seven has jurisdiction extending far beyond Tokyo's borders, and its often overworked investigators are common sights at any unexplained crime scene or oni-possession anywhere in Black Japan.

POLICE SECTION SEVEN LEADERSHIP

Police Section Seven is under the direct command of **Deputy Superintendent-General Matsumoto Kishi.** Under Kishi's (LN male Human Warrior 11) stewardship, Police Section Seven has dramatically upgraded its equipment- calling in favors from the Diet, he's gotten his unit better squad cars, upgraded computers, improved forensics facilities and even a handful of enchanted firearms for Section Seven's snipers. The cost of this new technology comes from additional overwork. As Section Seven now has some of the best forensics facilities in the nation, they are often tasked with assisting even in non-supernatural cases, and Section Seven's elite and well-equipped sniper/observer teams are often forced into deployments against purely human criminals and terrorists.

DSG Kishi's greatest strength is his desire to expand Section Seven's prestige. His greatest flaw, is that, in order to increase his Section's profile, he will say yes to virtually any expansion of his mission. As a result of on-going mission creep, Section Seven is more over-worked and understaffed than at any time in its history. Its operators officially hunt oni, protect free cat-girls living in Tokyo and nearby Tama from the rapacious attention of inhuman predators, regulate sale of mystical artifacts and monitor incursions from the Black Else.

Of course, they also unofficially tackle Yakuza drug rings, extortion gangs, investigate public corruption and handle the occasional suicide cult, all while somehow finding time to investigate ongoing horrors like the mobile **Hibagon's Night Stadium.** Aside from short medical leaves, most Section Seven operators haven't had a vacation in years…..

POLICE RANKS

From highest to lowest, the ranks of Tokyo's Metropolitian Police are as follows. Rank insignia is worn on the sleeve and the cap. Police Section Seven instead places its rank insignia on the collar and cap of its duty uniform.

- Superintendent-General (four gold stars)
- Deputy Superintendent-General (three gold stars)
- Superintendent Supervisor (gold-wreathed gold emblem with three gold bars)
- Chief Superintendent (gold-wreathed gold emblem with two gold bars)

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- Senior Superintendent (gold-wreathed gold emblem with one gold bar)
- Superintendent (gold-wreathed silver emblem with three gold bars)
- Inspector (gold-wreathed silver emblem with two gold bars)
- Assistant Inspector (gold-wreathed silver emblem with one gold bar)
- Sergeant (silver-wreathed silver emblem with three gold bars)
- Senior Police Officer (silver-wreathed silver emblem with two gold bars)
- Police Officer (silver-wreathed silver emblem with one gold bar)

TOKYO'S KOBAN

Koban are small police boxes scattered throughout Japan's cities, particularly Tokyo. There are koban on every other street corner, usually staffed by one or two patrol officers, and these police boxes form the basic unit of law enforcement in Japan. Officers assigned a koban are expected to know their patrol area intimately, and for most of the shift, their interactions with the public are fairly innocuous. Most koban police officers spend more time giving directions or assisting the elderly than they do stopping violent crime, though when a crime does occur, the koban's officers and their knowledge of the area become invaluable.

Koban officers are expected to conduct routine surveys of their patrol area several times a year. During these surveys, they gather names and contact information on residents, learn which businesses are usually open late, and familiarize themselves with the neighborhood's elderly and shut-ins, who might need special attention during a crisis. Participation in these surveys is voluntary, but usually given, as a Japanese citizen's expectation of privacy and view of police is usually much different than the American view.

TOKYO'S KITTEN FACTORIES

The Nekomusume species began as an expensive, decadent luxury. Seeing how profitable the sale of custom-grown Nekos was, many of Japan's largest entertainment, electronics, automotive and media mega-corporations have a division dedicated exclusively to the production of beautiful cat-girls. Ordinary production facilities (formerly dedicated to manufacturing everything from game consoles to compact cars) were repurposed and converted into massive womb-complexes, breeding catgirls by the hundreds.

As kitten factories became more common, the price of cat girls dropped dramatically. But true catgirl connoisseurs will only purchase their glamorous pets from first tier bloodlines, from breeders who have been in business since the cat-girl boom of the early 1980s began.

NEKO DREAM ULTIMATE

Neko Dream Ultimate, headquartered in the iconic **109 Building** in Tokyo's Shibuya District, was the among the first companies breeding Nekomusume. Neko Dream Ultimate occupies three floors of the chrome and glass commercial tower. The corporation has an unmatched reputation for quality and only sells their submissive, well-trained cat girls to carefully screened and credit-checked buyers. Unlike many lower-tier kitten factories, Neko Dream Ultimate has no interest in producing snuff toys; catgirls are a pleasure to be savored over a lifetime. The company's advertising image is bound up in the Nekos they produce, and prides itself on producing happy Nekos that go onto happy (if unfree) lives. The office is decorated with glossy photographs and memorabilia to the world famous **Cheetah-Ai** (NG female idol Nekomusume Bard 9), the first catgirl, who as far as is known, died tragically young in 1992.

Neko Dream Ultimate has exclusively licensing rights to sell kittens (and clones) of **Fashion Club Nekomini** show winners and first runner ups. The company is unique in that many of its sales staff are Nekos themselves, somewhat more intelligent than the norm, and extremely skilled in negotiations. These Neko sales-ladies are allowed to use

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their commissions to purchase not only their own freedom, but also stock in the company- making Neko Dream Ultimate one of the only partially Neko-owned businesses on the planet.

SMILODON RISK!

One of **Neko Dream Ultimate's** chief rivals, Smilodon Risk! has been in business since the mid-1980s. Also headquartered in Tokyo- in the rambunctious **Akihabara District-** Smilodon's success is due to its unforgettable ad campaign. Where Neko Dream positioned its catgirls as elegant and graceful companions to the elite, Smilodon's hyper-colored, action-oriented advertisements featured lithe, athletic catgirls in action! Karate, kendo, SCUBA diving, skydiving, free-climbing the rock faces of Yellowstone, motocross racing, paintball- Smilodon catgirls could do it all and more! And they were much cheaper than the equivalent Neko Dream kitties, the first mass-market catgirl.

Smilodon Risk! is privately owned by **Warren Dunn** (NG male human Otaku Smart 2/Hentai Hero 3/Modern Spellcaster 2), an American ex-pat who decided to stay in Japan after a summer internship with Neko Dream. The Amakaze controlled mega-corp couldn't conclusively prove Dunn stole their technology (he didn't- he was given it freely by **Dr. Sukakagi** specifically to make trouble for the mega-corp), but they spent over 100 million yen taking his start-up to court in the attempt. The handful of attempts on his life only made him stronger- Dunn was an ordinary mortal, albeit obsessed with catgirls before he crossed the Amakaze. He learned quick though, and proved capable of defending himself. Eventually, he was able to negotiate a truce with Neko Dream's secret backers. That truce kept him alive and in business, though what the treaty entailed, he's never revealed.

Smilodon Risk! is run more as a hobby than a true mega-corp, though it is extremely profitable thanks to the sheer quality of its catgirls. Most of the corporate officers are Dunn's college buddies, all fellow geeks with a knack for occult gene-cutting. Compared to the other kitten factories, Smilodon is relatively liberal and humanitarian in regards to its catgirls. While Neko Dreams has spent millions lobbying against Tama's status as a free city, Smilodon has done just the opposite. They've spent millions of their annual ad budget to encourage other cities to follow Tama's lead. Even worse (by industry standards), Smilodon has been lobbying the Diet to pass '15 to Freedom' laws modeled on the laws concerning Tetsujin ownership relating to Nekos.

DR. SUKAKAGI'S STRAYS

Karen Obake might get all the credit for creating the Nekomusume race- all the press, the glossy magazine covers, the 1983 Nobel Prize for Genetics but she couldn't of done it without **Dr. Gendo Sukakagi** (CE male human Modern Spellcaster 13). Dr. Sukakagi went slightly mad mapping the catgirl genome, and was prone to making grandiose statements about how the future of Earth was furred, and that he was the father of a race of feline angels who heralded the next epoch in human evolution! He was also prone to showing up to press conferences without pants and stinking of whiskey and musk, and every time he opened his mouth, Neko Dream's stock took a big dip.

The Amakaze bought him out. The sum was exorbitant, but Dr. Sukakagi blew through his payday in a few years- spending most of it on increasingly bizarre and fruitless experiments, and the rest on catgirl prostitutes, coke and booze. By the mid-80s, he was broke, bitter and convinced that Neko Dreams screwed him over. To get his revenge, he contacted any half-way competent gene-sculptor he could find and gave them his secrets. Soon, dozens of upstart companies were nibbling into Neko Dream's markets share, first among them, Smilodon Risk!

Neko Dreams Unlimited weathered the storm, and eventually the market stabilized around a few top tier kitten factories and a plethora of second stringers and imitators. By the mid 1990s, Dr. Sukakagi started working out of panel vans and abandoned buildings, squatting where he could and churning out genetically inferior, 'quick and dirty' feral Nekos by the thousands. He created true breeding packs of mentally damaged cat-hybrids in Tokyo, Kyoto, Nagasaki and about a dozen other major cities throughout Japan and sat back to watch the fun.

The Akaname in general and Karen Obake in specific, the Tokyo Bureau of Mythological Sanitation and anybody whose autobody work has been shredded by rogue Nekos would all like a big piece of Dr. Sukakagi's ass….if they can ever find the malicious old coot.

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THE GHOST GEISHA CAFÉ CHAIN

More than 100 locations throughout Tokyo itself, several thousand nation-wide

The Ghost Geisha Café chain of coffee shops is a popular after school hangout for both Goryohime and mortal high school girls. The cafes feature lots of dark wood, high school and college-aged waitresses in geisha costuming and ghoulish makeup, and incredibly tasty coffees and desserts. The prices are kept low enough to appeal to teenagers, and the chain cafes all offer free (albeit slow) wifi.

There are two or three of these cafés every few city blocks in Tokyo. They are as omnipresent as anime shops, book offs, subway terminals and police *koban.* The staff is as polite as it's possible for teenagers earning minimum wage to be, and unlike most mortals, are familiar with Goryohime. Learning about the undead girls is a standard part of the restaurant's training program. A stuffed geisha ghost plushy hangs above the doorway, and moans a unique song when a Goryohime (or other undead creature) enters.

The wait staff is instructed to offer preferential treatment and unique discounts to the undead…including the house specialty- all you can drink Already Dead Coffee for 100 gp (DC 9), which make the restaurant a popular (if expensive) hangout for Goryohime, exactly as planned. Semi-official treaties with the major undead races and factions of Black Tokyo keep the mortal workers mostly safe, though once aware of the existence of the Goryohime and the possibility of their transformation (however unlikley), many waitresses eventually succumb to the call of the Great Tree and die in **Aokigahara Forest.**

The Ghost Geisha Café is owned by a relatively minor member of the Amakaze, **The Dokufu.** The Dokufu was once a mortal, her own dreams of the Great Tree thwarted and transformed into murderous rage. Now, she does her obsessive best to ensure that new Goryohime are created, in greater numbers than ever before, and that awareness of the Great Tree and the noose-ritual spreads.

One Ghost Geisha Café is of particular import- an older café, about three blocks northwest of the **Asakusa Kannon** temple complex in central Tokyo. The faux wood paneling is faded and the donuts are slightly stale more often than not. The monks of the temple, as well as tourists and pilgrims sometimes visit the café, up to and including the taciturn head of the Ramat Sect, **Old Masashi,** who visits the 24-hour café in the dim hours of the night, when Tokyo is most quintenicent. He meets with The Dofuku herself, to plot and scheme how to increase the number of Goryohime in the next year and the next. His coffee goes untouched, as the sleep-eyed staff wonder why the CEO and founder of the chain is having a quiet coffee with some crusty old monk in their shop?

RAPE PURE FIGHT!

Various Sites throughout Tokyo and Chiba _

The fight purse is several hundred million yen, the fighting harder and more intense than any other blood sport on the planet. The stakes are unimaginably high. Rape Pure Fight (‘*pure’* as in the Japanese pronunciation of ‘*play’*) is an underground fighting league attracting the ultra-violent and inhuman, held sporadically on mega-corp rooftops and inside disused corporate offices after lights out. Rape Fight Pure is the brainchild of the oni-born ultra-capitalist **Taru Tsuyoi.** A hulking, ruddy man in his fifties, Tsuyoi maintains a cage fighter's physique, barely hidden beneath a finely tailored grey suit. Tsuyoi is a billionaire several times over, and one of the most dangerous (and least controlled) Amakaze; he is the absolute master of **GREEN FLAG,** a multinational media conglomerate.

However, his vast wealth and cultural dominance isn't enough to satisfy Tsuyoi. As often as half a dozen times a year, at his whim, the half-oni madman sponsors Rape Pure Fight! The four day competition attracts the best and most savage fighters from across Japan, as well as true oni and other horrors who come to either watch the bloodshed or prey on unwary competitors.

The Rape Pure Fight is a series of mostly lethal bouts between mixed male and female fighters, with no rules beyond “each fighter battles alone” and “no guns”. Weapons, magic and demonic supernatural gifts are allowed, even encouraged. Tsuyoi recruits fighters by promising incredible payouts to male competitors (nearly 5 million yen) and two or three times that to female fighters. Matches continue until one of the fighters is a bloody smear on the rooftops. The four-day event culminates in a lethal match between the best surviving male and female fighters. To win, the female must murder the male; the male must rape the woman to death to claim his prize. Three times over the last decade, Taru Tsuyoi has entered the ring himself for these final bouts; obviously he's not lost.

The opening of a new Rape Pure Fight is announced by the crucifixion of a young office girl on the rooftop of one of GREEN FLAG's many corporate holdings. The crucifixions are an urban horror story; Tsuyoi has used his wealth to preempt Police Section Seven's investigations. The following evening, the first brawls begin, somewhere in the city. Taru Tsuyoi has ways of getting the location to favored fighters, but anyone willing to spill blood, and clever enough to find one of these nocturnal arenas is welcome.

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Before a battle begins, the fighters have a short window to size one another up, to receive enchantments or otherwise prepare themselves. A fighter cowed by their opponent may surrender before the match begins, but this is never without cost. The surrendering fighter must either allow their opponent to either take one blow against them, or sexually submit to their rival. Against some of the circuit's most notorious warriors, either kind of surrender is still a death sentence, and the only chance of survival is absolute victory.

The simplistic rules of the tournament only provide the purse to the tournament's ultimate winner, but side bets and unofficial prizes can make lesser Rape Pure warriors rich men….for as long as they live, be that days or years. Occasionally Tsuyoi rewards a particularly promising fighter with prizes of money or flesh. His hunters often kidnap attractive women (and a handful of attractive men) from around Japan, offering them as living trophies to the fighters. Sometimes, in the case of a particularly precious victim, Tsuyoi offers him or her as the tournament's ultimate prize. By tournament rules, the 'prize' remains safe and inviolate until the last blow lands. Only until the last blow lands.

INVOLVING THE PLAYERS

It's possible that the player characters might get involved in the Rape Pure for reasons of their own. While it's likely the heroes might encounter one or more of the Rape Pure Fighters on their own terms, attacking the fighters in ambush, on the street. However, the campaign might take a dark turn that drives the heroes into the Rape Pure itself.

It's possible to compete in the Rape Pure and keep your honor. Sexual violence is a threat, but (usually) not a requirement. It's not necessarily to violate a fallen adversary, only kill them, and most adventurers hold moral codes that demonize rape, but not cold-blooded murder. Of course, it's possible that your player characters are true bastards, and are every bit as horrible as the Rape Pure's worst fighters.

Among the reasons that players might be forced into the Rape Pure:

- Kidnapping is the most obvious route, as someone precious to the characters is stolen and claimed as a tournament's prize.
- The player characters are hunting a particular horror, possibly Taru Tsuyoi himself, and the Rape Pure is the only place they know he'll be, making the bout their only viable avenue of attack.
- Martial artist PCs might enter the bout to test their skills and build a reputation among the deadliest fighters in any of three realities.
- The heroes might belong to one of Black Japan's military or police organizations, sent undercover to put a stop to these atrocities once and for all, their consciences be damned.
- A Rape Pure bout might be cover for an unrelated

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matter, such as a meet with a contact, or an assassination that takes place in the chaotic press of the crowd.

- The heroes might be tasked with finding and rehabilitating a Rape Pure fighter, likely a Fallen Eyrines, rebuilding the warrior's soul and reawakening his or her honor.

THE ARENAS

The bouts take place in buildings Tsuyoi either directly controls or has access to, in out of the way places throughout downtown Tokyo and Chiba. Cubicles are pushed away and lights are dimmed, turning ordinary mega-corp offices into fighting rings. Fighters battle on factory floors and in water filtration plants servicing Shinjuku skyscrapers or in the darkest corners of multi-story parking garages. Such places are always dim, and always a perversion of the everday life of workaday Japan. And after a bout, oni janitors return these places to the façade of normality.

For special bouts, Tsuyoi will spend a huge portion of his endless fortune, paying enchanters that will open a temporary *torrii* into the Tatakama. If that is the case, the final bout of the Rape Pure take place in the shadow world, and no trace of the fallen is ever seen again in the Earth Realm.

Stage Select: Where the Rape Pure occurs….. (D20)
1) A mundane sales office, the cubicles pushed aside to make a stage for murder.
2) A closed arcade, lit only by the game screens. Make a Dirty Trick, Reposition or Grapple check to shove somebody's face into a game machine: 1d6 slashing, 1d8 electrical
3) A poorly lit Tokyo rooftop- kick the enemy over the side and down, screaming, 20 stories
4) A lower-tier Rape Pure with rookie sadists, held at a TBMS job-yard outside the city center, with stray catgirls as the prize
5) The main conference room of an Amakaze-controlled mega-corp, as the wealthy watch and applaud
6) An automated automobile production factory with the machines still running blindly, posing deadly hazards to opponents at random times. Treat as assorted mechanical traps, CR 2-5
7) A drained, mildew slick swimming pool in an echoing, abandoned gymnasium
8) The burned remains of a high school closed after a deadly fire
9) The penthouse-level airhandler units of a Tokyo skyscraper
10) A *torrii* made of bone and scrap metal, leading to an eerie forest clearing somewhere in the Tatakama
11) A *torrii* painted in vermillion house paint mixed with schoolgirl's blood that opens into a storm-wracked, freezing shoreline in the Tatakama
12) At an ancient Shinto shrine at Mt. Fuji's peak: extreme cold and high altitude conditions
13) On a narrow, precarious platform high atop Tokyo Tower, while the audience gawks through binoculars from a nearby penthouse. Victory requires only staying balanced.
14) A parking garage, some of whose parked cars all have gasoline soaked rags lit and placed into the gas tanks, will explode spectacularly in 2d4 rounds
15) A *torrii* that normally serves as the entrance to a business park, now forming a portal to a hard-packed, cracked desert under an endless twilight in the Tatakama
16) The freezing meat locker of a Tokyo based agri-business distributor, battle amid swinging carcasses (some human in shape) in extreme cold conditions
17) The diamond of some amateur ball field, hidden behind a chain link fence guarded by mortal and half-oni mercenaries
18) The spectacularly large main room of an expensive luxury apartment, cleared of all furniture and personality before the bout
19) A *torrii* etched in vermillion chalk on a masonry wall, leading to a bleak, wet and freezing cold cavern lit only by phosphorescent fungi
20) A dingy, rusting and poorly maintained locker room found in some long-shuttered gymnasium

RAPE PURE AND THE CHALLENGE RATING

Standard challenge ratings don't really apply in the middle of a Rape Pure; creatures fight alone, and it might be suicide for a 4th level heroic Monk or Combatant to go toe to toe with an Oni Warrior, as the horror's Challenge Rating of 4 is calculated against a team of heroes. None the less, if you're a combatant in the Rape Pure, and the bell rings, your only choices are slaughter or submission. Players wishing to entangle their characters (or forced) into the Rape Pure must know this: Challenge Rating matters only

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Monsters in the Crowd…. Who's watching the Rape Pure…. (D20)
1) A few undercover Tokyo Metropolitan Police Department undercover agents, memorizing faces and trying to figure out a way to stop the Rape Pure once and for all
2) Goro Akebeko (*Black Bestiary*) and his monster of a son, jocular and bonding as they watch rape and murder
3) Two Amakaze Executive Board Members *(Black Bestiary)* and their entourage, watching the Rape Pure purely for their amusement, drinking sake and betting wildly on trivial aspects of the bout
4) A handful of junior Amakaze underlings, looking to hire a promising fighter (better one of the second tier fighters, as they come cheaper) for wet work
5) The legendarily sadistic brute who won the last 2 Rape Pures, who's not fighting tonight…everybody hopes
6) The goddess Inari, dripping with scorn and contempt, here on some divine business that must occur here and now, and wanting to annihilate everyone responsible for this…atrocity. And fully capable of doing so.
7) A packed house of Bloodstrong and Ironclub Oni thugs, all drunk and violent, having their own lethal brawls in the ringside shadows
8) Sakura and a small entourage of Kitsune-Kiiroi (*Black Bestiary*) there to trade stolen women with Tsuyoi, willing to pay above market price for breeding female slaves
9) A small handful of desperate foreign-born and POETICA prostitutes, keeping the crowd happy and hoping nothing worse than drunk salarimen takes notice of them
10) A mortal father, unaware the daughter he's making enemies looking for died horribly two weeks ago, who won't make it out alive without help
11) A Ubume wraith with deadly abilities, sticking to the shadows, looking for the rapist who fathered her corpse-child and burning with vengeance
12) A handful of Occult Delinquents (*Black Bestiary*) from the Monster's Juku, about to cross the line from youthful brutality into true monstrosity
13) A trio of hardline nationalist Diet members, making some kind of Byzantine deal with the occult underworld to advance their agenda
14) An Eyrines Gunwitch *(Black Bestiary)* naked, chained and reduced to negative HP, kept drugged as the special prize for the Rape Pure's victor
15) An Oni princess and her Ogre honorguard, visiting from the Black Else and being feted, who holds nothing but disdain for the crude brutality of the bout, nothing like the elegant sadism she prefers
16) The CEO, CFO and senior shareholders of an American media conglomerate GREEN FLAG is courting, there as Tsuyoi's honored guests
17) A small army of mortal Yakuza, obvious guns inside their coats, collecting the bets
18) Terrified office workers, forced to watch and clean the site up afterwards, knowing they'll die horribly if they ever tell anyone what they saw tonight
19) Artists and mo-cap animators from a GREEN FLAG video game studio, looking to put authenticity into their current project
20) An Eyrines strike-team, backed up by a Chrysanthemum Seven SWAT team, staging two blocks away and ready to breach

outside the fight, if encountering one of these monsters on the street, or ambushing a Rape Pure horror to fight on their own terms.

The gamemaster (through Tsuyoi's sadistic whims) might also bend the 'each fighter fights alone' rule if the heroes are faced with a deadly enough "Championship Bout", especially if he is the opponent. He enjoys a good challenge, and if a bunch of human heroes, especially women, will only battle him four or six against one, so much the better.

Rape Pure bouts are ranked in a rough classification, based on the lethality of the assembled fighters. If you're running a tournament as a major part of a campaign, these random battle charts can decide where the heroes enter the fray. If you want a more naturalistic evolution of fights at each stage of the tournament, you can assemble a roster of low

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Word of Mouth: How is the Rape Pure announced? (Or how to the PCs find out?) (D20)
1) The fight location is marked with a graffiti kanji for "flag" in green paint on an unlocked door leading to the fighting floor
2) The year's pre-scheduled Rape Pures (roughly half of all events) are announced in a cheap customer pamphlet from Pick the Bones, as casually as a local soccer team's schedule would be
3) The crucified corpse of an office girl speaks the address in a crisp and clear, but unspeakably sad voice
4) Directions to the bout are found written in steam on the bathroom mirror of those who would be most receptive to the dark temptations on offer
5) Hell Studio Nihon broadcasts a slick, glossy 30 second commercial for the next Rape Pure
6) The Rape Pure takes place at the site of the most recent, highly publicized sex crime reported in Tokyo
7) Rumors about the Rape Pure swirl through the Yakuza underworld
8) A haunted subway train lets passengers off a block or two away, and they can follow the screams and cheering from there
9) Tsuyoi sends a mass email or tweet to prospective and returning fighters from a ghost account
10) An 2200-0100 appointment found in an Amakaze's appointment calendar with no other details leads into the Rape Pure tournament
11) Oni Dregs hand-deliver formal invitations printed on quality card stock
12) The streets are safer, as the city's monsters congregate to watch the Rape Pure
13) Local prostitutes know where it is, but only the bravest, most desperate or most suicidal will work that crowd
14) The drunken winner of the last Rape Pure is talking too much, and too loud, in a dangerous bar
15) Goryohime wake up screaming with precognitive dreams of rape and brutality
16) The Eyrines Sisterhood has a snitch inside and there's a 50/50 chance they learn the location of the next Rape Pure before he or she dies bloody
17) Akaname sewer workers know where the bodies are dumped, and hear about plans to dump an exceptionally larger than usual number of corpses
18) The ghosts of rape-murder victims and suicides know, and can't stop crying
19) A local event is displaced abruptly and without explanation to make room for the Rape Pure (such as a ball game cancelled so the stadium is available for the Rape Pure)
20) An underworld contact, such as an Ecchi Enchanter or off the books healer, talks a little too enthusiastically about his plans for the evening

level fighters, and quickly pit them against each other.

Rather than play out a prolonged battle between two NPC combatants, resolve such a fight with one decisive roll. Make an opposed D20 roll and add the difference between the combatant's Challenge Ratings as a bonus to the more dangerous creature. The high roller wins that bout and horrifically slaughters their opponent, moving on to the next battle in the tournament. The greater the disparity between rolls, the less of a fight it is and the more a slaughter.

Each Rape Pure bout typically has four stages, a single main brawl for each of its four days of violence. Other, lesser fights take place in the shadows, no less savage for their obscurity.

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CLUB AMEONNA

Koto District, Tokyo Harbor

One of the hottest clubs in Tokyo isn't found in the fashion district. Instead it's nestled between dockside shipping offices, its frosted windows looking out over Tokyo International Airport. **Club Ameonna** is a cramped three-story restaurant popular with younger Yakuza and wealthy idiots who get their thrills being seen with Yakuza. The club is a *nyotaimori*, where world class sushi is served off the perfectly shaven bodies of supermodels. The club has an excellent reputation, a five-star rating, and a waiting list for reservations nearly six months long.

Club Ameonna is a permanent *torii* between worlds, a place where an unwary visitor can step between the Earth-realm and the cobalt horrors of the Black Else. The club is a hub for various human-trafficking gangs, and it has to be. Very few of the waitresses and living dinnerware last more than a few evenings. The lucky ones are devoured whole, but their deaths occur on the Earth-realm, in a private, soundproofed banquet room on the upper floor.

Though horrible, their deaths are relatively quick and since their millionaire murderers have no interest in their soul, their ghosts are free to reenter the wheel of rebirth. The unlucky ones- the truly beautiful immigrant girls- find their way into the Black Else, where they are re-sculpted, body and soul by **Akaname** flesh-warpers. These unfortunates either end up on the menu or become one of the club's rarely seen but ominous guardian demons.

The club's head chef is a sexless horror called simply **Shoryobuni** (translated roughly as "Ghost Ship"). The androgynous figure has itself been transmuted by its masters, and in turn cruelly modifies the 'living plates' that catch the Club's eye. There are rumors that the monster may not be as fully controlled as the Akaname believe- a handful of victims have escaped Club Ameonna alive, though not unscarred, only because Shoryobuni turned its back at an opportune moment.

THE GATHERING OF FLOWERING BODIES

Koto District, Beneath Tokyo Harbor

An entire generation of **Kijimunna** has come to fruit beneath Tokyo, never having even seen the sun. An entire fungal ecosystem lies hidden in the sewer lines deep beneath the city, its outposts stretching the length and breadth of one of the largest water treatment systems on the planet.

Mushroom children cavort among the fertilizer rich sludge, only tangentially aware that a great modern city rises above them. Of all the Kijimunna remaining in the Earth-Realm, these mushroom-girls are the happiest and most content. They live in a world which hasn't passed them by yet. When the rare human maintenance crew descends into the pipes, the mushroom people dart out of sight, just as their surface living ancestors once evaded Edo-period foresters. The Kijimunna are happy and content in their fetid realm, and have their own unique language, a tongue spoken nowhere else either on Earth or in the Tatakama. A few Kijimunna adults govern the collective, their bodies decorated with a garland of stinking white fungal bodies- these adults have never felt the call to suicide, and are some of the oldest of their kind remaining on Earth.

Life is peaceful and good down among

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the shit-stained rivers. The Kijimunna of the Gathering have made great friends with several **Akaname** families who also choose to live deep beneath the world. Here, the quizzical undead fetishists have food, friendship and the deep respect and admiration that they lack in other realms. Akaname warriors (and the occasional still-living fetish witch) help protect the colony on the few occasions it is threatened- usually by fearsome elemental creatures like **Otyughs, Nure-onna** or **Shiro-bozu** predators.

BETHANY BLISS

Roppongi, Minato District, Tokyo

Bethany Bliss is a high-end cannibal café, renowned in the occult community. This private supper club is elite enough to attract junior members of the **Akaname,** and their pawns and favored minions are often in attendance. Bethany Bliss is neither exclusive enough, nor cruel enough, to win the favor of more senior Akaname, and Black Japan's true masters are never found within.

Bethany Bliss is decorated in a garish, rococo style, and the wait staff dress in complex and ostentatious Victorian cosplay with a rather Prussian military flavor. Bethany Bliss serves the flesh of only humans (of both genders), male Kami, and female Kitsune (their livers command a princely ransom). Bethany Bliss occasionally serves the flesh of some exotic creature found in the depths of the Tatakama, but only during winter- the Special Season for exotic fare. None of its victims are slaughtered on site, instead, Bethany Bliss depends on a special arrangement with local procurers like the Chiba-based **Eto the Ironpot** and requires a network of well compensated couriers to acquire the freshest product.

The evil restaurant is owned by **Lord Sharkskin**, a powerful oni lord who maintains a human seeming of a humorless, long-mustached Japanese chef. He has little love for the modern world, and never has been seen outside Bethany Bliss' walls; perhaps he is bound within by some magic? The vermillion door to the owner's private office is a stable, permanent *torii* to a frigid, Korean-style fortress somewhere in the Tatakama. The fortress is Lord Sharkskin's true home and final redoubt. Many of his victims, culled from the Tatakama's peasantry and forest-folk, are killed and butchered there. Sharkskin is cunning enough to only rarely take flesh from the Earth Realm, where mortal authorities are more likely to take notice.

ROPPONGI'S PORNOGRAPHERS

Roppongi produces a good portion of Japan's lower-tier pornography. Most of its strictly amateur hour, filmed on location at a variety of strip clubs, private homes and motel rooms throughout Roppongi. Of course, just like every other industry, AV has its idols and mega-stars.

CREEDS STUDIO

Creeds produces some seriously nasty, hard-core fetish pornography from its completely soundproofed Rappongi studios, which ironically enough overlook a fairly poplar group of tourist restaurants. Creeds is the brainchild of professional grade pervert and Olympic caliber date-rapist **Hideo Kun** (NE male Human Expert 6/Bard 1). Kun is a fairly nasty customer, a genius when it comes to blackmail and information gathering. In mystical terms he is a weakling, but he's got an information network stretching throughout the city, and knows more about the occult underworld than many immortals.

Kun's genius is involved in finding supernaturals to star in his direct to DVD fetish shows, and in placing actresses and actors in the roles nature has best suited them for. He does fake snuff and nooseplay with Goryohime, scat with Akaname, mutilation and extreme bondage for those

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Roppongi's Pornographers					
D6	Studio Location	The Actors and Actresses	The Studio's Signature Kink	Relationship with the law	Supernatural Entanglements
1	Filmed out of the director/ cameraman/ actor's home	Low level Yakuza thugs taking various prostitutes for a test ride	Ornate and intricate rope and harness bondage	All above board, scrupulous in staying legal	Has an 'exclusive' line of snuff DVDs where actresses are destroyed by monsters and oni
2	Dedicated small studio in an otherwise normal Tokyo neighborhood	Western girls and fit Japanese men	Breathplay (with the occasional Goryohime guest star!)	Stays afloat by judicious bribery and blackmail	Camera follows occult beings through their strange daily lives
3	Man on the street, guerilla style porn with handicams	Amateur and first time couples	Piss, scat, voyeurism and kink	Has been shut down dozens of times, keeps popping up under new names/ownership	Nothing supernatural
4	Films at various rented rooms and love hotels	Exclusively female, no men seen on camera at all	Bukakke and gangbangs	Untouchable because of Yakuza or Amakaze connections	Actively recruits occult beings and nonhumans for specialty films
5	Filmed on location at various luxury location like fine restaurants and onsen, very high class	Man on man, favoring young, handsome guys	Romantic and sentimental storylines	Distributes over the internet or other unconventional methods and stays one step ahead of the law	Producers use Ironclub Oni or other burly thugs to keep their talent in line
6	Outdoor porn often filmed in Aokigahara Forest or around Mt. Fuji or other national parks	Top tier AV idols	Well designed cosplay and parodies of popular anime	Never met a law or moral code it didn't piss on	Studio's owner or other important figure is a Doujinishi with insane ideas of how sexuality works in the real world

blessed with healing factors, and so forth. It saves on special effects budget, and the mortals watching the porn never realize the difference. He does plenty of work with human actresses as well – few enjoy the experience. If Kun wants somebody in one of his films, he's willing to ruin their lives to force them into the production, and he takes a nasty pleasure in sending copies of his DVDs to an unwilling star's family, friends and employers after he wraps. He likes his actresses desperate and degraded- says he gets better performances that way.

DEVIL OTOMO'S STUDIO

The infamous pornographer who works under the pseudonym **Devil Otomo** (Male LN Human Ecchi Enchanter) operates out of a converted apartment building off Roppongi's main drag. When he started up his business, Otomo bought out the complex. Now, the top floor of the run-down, working class apartment complex is huge, sparkling new video studio, while many of the older tenants remained on the lower two floors. They're not exactly happy about the new business upstairs, but the rents are cheap and as far as landlords go, Devil is a lot less corrupt than most.

Devil Otomo makes very special porno- his actresses are exclusively adventurers and occult beings, and instead of paying in cash, he trades in magical artifacts. Need a magic item, and need it fast? Make an appointment with Devil Otomo and do a short film. The offer's open only to females, preferably Japanese-born humans and Kami, because that's what both Otomo and his audience wants to see.

The kinkier and more degrading the film, the greater the magic provided. Gravure or solo masturbation might earn a handful of potions or consumable magic items, especially

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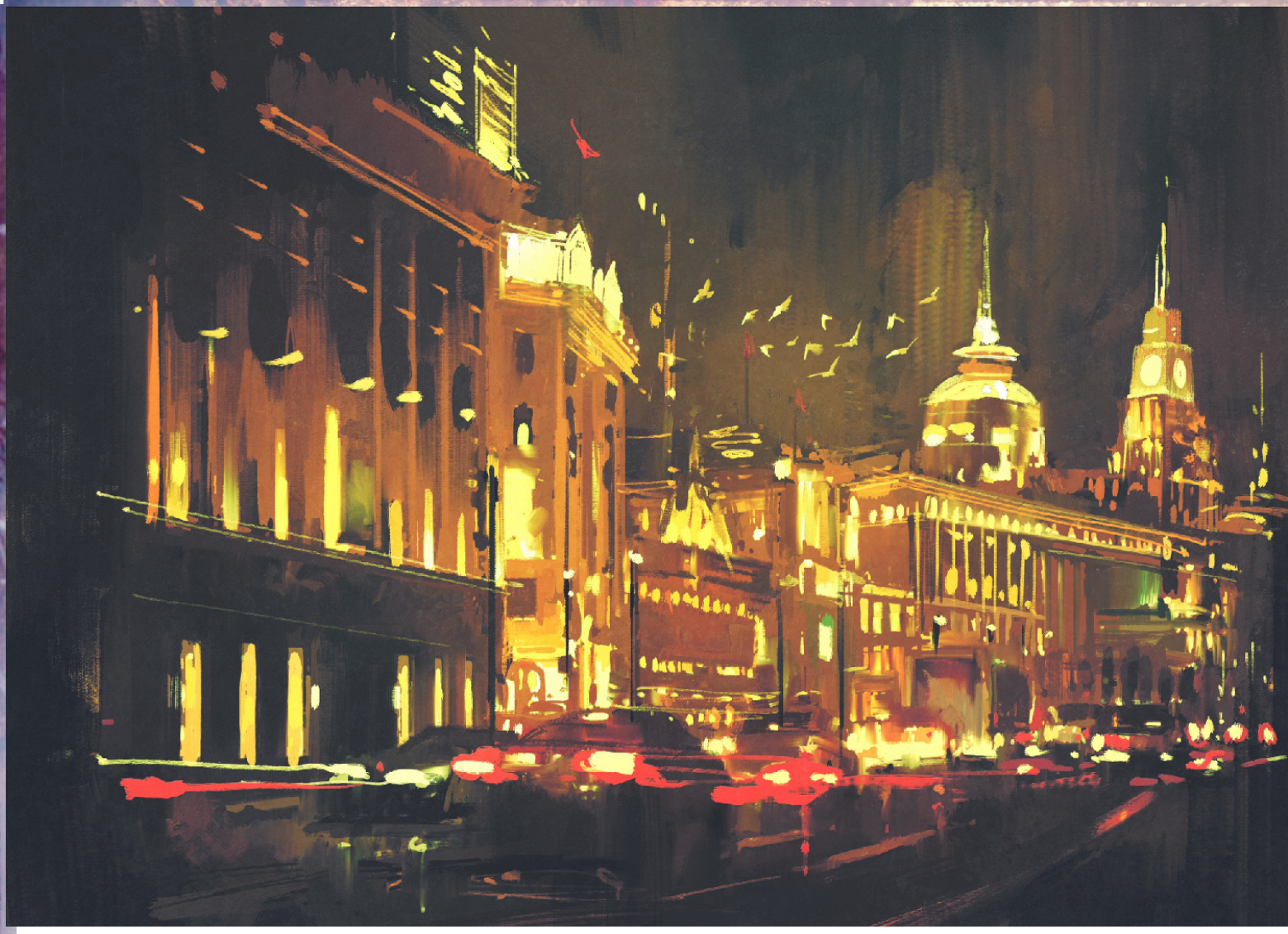

ecchi ones, but the more unusual the film, the better the loot Devil Otomo provides. He trades in magic items he crafts himself, but he's got the connections and access to get hold of some of Tokyo's mystic rarities, which he only ever loans out, never permanently trades. Word on the street is, he was able to arrange the loan of the **Imperial Mirror of Japan** to a certain female adventurer for 7 ½ hours, and all it cost her was her willing participation in a 200-man bukkake gangbang.

As far as the rumors go, nobody's ever stolen a loaned item, because nobody wants to anger a broker with that level of occult influence. Though he acts like a gibbering, misogynistic creep on camera, Devil Otomo is a dispassionate and very professional businessman in his real life. He's a proponent of 'safe, sane and consensual' and no matter how risky or icky his film, he uses his occult talents and mundane pre-planning to make sure its safe. He'll hold to the letter of any agreement he signs, and demands the same from all his clients.

EMBASSY HOUSING

Roppongi, Minato District, Tokyo

When Roppongi was rebuilt after the devastation of WWII, American forces claimed a large territory for themselves in the district. Roppongi hosts the housing complex for the American Embassy staff, as well as the embassy staffs of dozens of other nations. Foreign nationals are common throughout Roppongi, but nowhere so much as the embassy housing ward in the Roppongi Ni-Chrome neighborhood.

Each country's embassy housing is a cluster of neat and modern high-rise apartments flanked by a high concrete retaining wall, often in hexagonal parkland. Each hexagonal estate is the sovereign territory of the sponsoring nation, protected by both native military forces and **Police Section Seven** agents. Only narrow, controlled-access drives separate one housing estate from the next- one nation from the next. Of all the embassy estates in Roppongi, the American and Chinese embassies have the largest foot print: largest staffs, biggest housing grounds, best security.

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The arrangement of the short, winding streets and the hexagonal embassy estates forms a kind of protective glyph, vast in both scope and power. Police Section Seven considers it vitally important that foreign dignitaries never catch a solid glimpse of the things that lurk in the Tokyo shadows. The entire complex is effectively under the protection of a permanent *magic circle against evil/chaos effect* (CL 18th); in the hours just before dawn, sometimes the barrier glyphs sparks a strange, cold silver-blue. Undead creatures are affected as if by *forbiddance* (CL 18th) when venturing near embassy grounds.

IN AND AROUND THE EMBASSY

Rui Cao (LN female human Aristocrat 1) is the sixteen-year-old daughter of the senior Chinese ambassador to Japan. Someone recently showed the impetuous, serious-minded girl hidden camera footage taken at the Hanging Academy. (Which is the biggest breach of security in the Academy's long history in and of itself.) Rui was fascinated by what she saw, by learning fairy tale magic she stopped believing in when she was eight really exists.

She desperately wants to find the path to the Academy and become a Goryohime – her grades, her after-school clubs, her wide network of friendships have all suffered beneath the weight of her new obsession. The only problem: Rui has never had anything even close to a Noose Dream, and if she tries to become Goryohime, she'll just…. die. Somebody put a lot of time and energy putting a dangerous idea in the girl's head. Why?

FAIRY TALE STUDENT'S CLUB

Roppongi, Minato District, Tokyo

The Fairy Tale Student's Club is a gathering place for Black Tokyo's innocent young shapeshifters and apprentice witches. Kitsune, Dodoma, Nekos and anthros of all description, not to mention spellcasters with a flair for transmutation are all welcome at the messy two-bedroom apartment turned party-pad.

The Fairy Tale Student's Club is too raucous and fast moving for the more indolent Tanuki and too wild for most of the Clovers Academy's girls, though a few have no objection to sharing a beer and a laugh with the outsiders, immortals and occasional Guryohime crammed into the little flat. The Fairy Tale Student's Club is laughably informal, with the most trustworthy and assertive 'senior members' berating the younger partiers to cough up some yen to pay the rent and buy more beer and snacks. Anyone with shapeshifting talents or magical gifts is welcome at the crash-pad, where the parties start at sunset and usually last until everyone is passed out in front of the PS4 come dawn.

The Club has no real agenda, aside from providing a good time for its loose knit collection of members. Despite this, the club members are surprisingly loyal to one another, and will often come to each other's aid. A few of the more daring club members have taken to smashing up TBMS catch-trucks and freeing the shivering cat-girls inside, out of boredom as much as heroism. Most of the time, though the sexy young shape changers of the Fairy Tale Student's Club can be seen leaping along the neon-splashed Tokyo skyline. The laughter of their frivolous, acrobatic races can be heard far below, even over the club district's unceasing music and street noise.

Some of the Club's luminaries include:

- **Jun Hattori:** is a clammy little pervert who hides the fact of his Akaname existence fairly well. He's the club's perpetual sidekick and the butt of most of the jokes, but he's far better with money and planning than anybody else. He is the club's unofficial treasurer. (NG male otaku Akaname Expert 1)

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- **Yu Hideyoshi:** was only admitted to Clovers University because his mother is a powerful *miko* and his grandfather is **Dr. Nobunga** himself. So far, Yu hasn't shown a single glimmer of magical potential and is perpetually on the verge of flunking out. He spends most of his time lounging and drinking at the Club, where he demonstrates a real street savvy and a knack for convincing the more powerful members and hangers on to go along with his schemes. (CN male otaku Human Rogue 2)

- **Kaori Ryu:** is a seventeen year old, single-tailed kitsune who fled the Tatakama with her mother as an infant. Her mother died during their escape, murdered by the notorious Lord Sharkskin, and Kaori ended up in modern Japan's foster care system. She ran away from the Daikoin Temple a few years ago, and has been making a living as a thief and occasional camwhore. **Lord Sharkskin** still pursues her, obsessed with devouring her liver as he did her mother's. (CG female ninja Kitsune Ranger 1)

- **Mie & Mau:** These twin white-furred feral Nekomusumes crash at the Club two or three nights a week. Where they go when they're not at the club is anybody's guess, but it was the twins who began harassing TMBS catch-trucks and freeing their less intelligent sisters. (LG and/or LN female Nekomusume Rogue 3)

PURELY SPRING CLUB

Roppongi, Minato District, Tokyo

The Purely Spring Club has been in business, inhabiting the same ragged rental property in the heart of Rappongi since the late 1960s. The neighbors are low-end Yakuza run hostess bars, seedy porno shops selling pixilated crap, and a noodle shop that gets robbed on a bi-weekly timetable. The place is a beloved, even legendary, part of Black Japan's wet fetish scene, and a hangout for Akaname. The bouncers can tell an Akaname at a glance, and the undead never pay cover.

Purely Spring is owned by **Isao Mawaya** (CN male burakumin Akaname Charismatic 8/Sorcerer 5), the grandfather of the founder of the **Omorashi Chase** piss and skatto fetish website. Isao taught his grandson everything he knows about the piss fetish business, and one of these days, will hand over the hassles of running the Purely Spring Club to the lad, and simply enjoy being a VIP for a few decades. The two business cross pollinate, and cam-shows often stream live from Purely Spring.

Purely Spring is a low-end sex club, notorious for its stage show. Its sex workers piss and shit on stage for the amusement of cheering Japanese men, drunk on cheap beer sold out of a mini-fridge. Draft drinks are watered down- with the urine of the performers- because that's the way the clientele like it.

Like Omoashi Chase's website, Purely Spring has a hidden back room for the occult trade. The house takes a small cut of the potions sold. The club's back room will open to those who can cast a cantrip or three at the mystical wards holding the latch shut, and only spellcasters are allowed back there. No guests, visitors or mundane prostitutes allowed. Mawaya also keeps a stash of truly excellent whiskey which even he won't taint with woman-piss back there to celebrate big deals with his occult clients.

ROPPONGI NIGHTLIFE

Roppongi is the most decadent district in Tokyo, the center of nightlife and club culture. Dance clubs, bars and hostess clubs abound. Their neon signage presses out into the narrow alleyways. Several Tokyo bars offer unlimited drink packages- customers pay 2,000 yen and up for the right to drink all they can in the time allotted, usually two hours. A lot of bars spike even weak drinks with hard alcohol in the hopes that customers will pass out before drinking too much, maximizing the bar's profits. The current rumor says avoid Roppongi's Nigerian-run clubs exactly for this reason.

Many of the tiny, tiny bars have multiple floors. Some of these are two or three story facilities, others are built with a basement and sub-basement level. In either case, the ground level usually caters to foreigners, while the higher (or lower) floors welcome Japan. Other bars occupy only the top floor of a multi-use space- a hard to find neighborhood pub hidden above a grocery store or insurance office, for example.

If you quickly need a Roppongi bar, complete with some basic plot hooks, roll 5d6 and see what you come up with.

RUMORS OF STRANGER PLACES

There's an endless parade of oddities and horrors in the Roppongi alleyways. If you can find them, you might encounter one of the following rumored clubs down a winding, neon-burnt street.

- A nameless pedophile sexclub where the child on stage is always a client's perfect fantasy, their ideal lover, but as a child, regardless of that person's true age. It's not just illusion or fantasy either- the victim soon starts remembering their violation as their history twists and curls in.

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Roppongi's Night Clubs					
D6	Owned By	Atmosphere	Demographic Quirks	Supernatural Involvement	Problems
1	An ordinary Japanese entrepreneur	Packed, loud, crowded dance club	Gay or lesbian club	Nothing major	Yakuza running protection and laundering money through the bar
2	A minor Japanese mega-corp or bar/ restaurant chain	Quiet and chill, an older crowd	Popular with otaku- anime themed?	Kami or Doujinishi gather here for drinks and talk	No major problems
3	An American, British or Australian ex-pat	Popular place to get hammered after work	Wealthier than usual clientele	Nekos are welcome here, owner is pro Neko-freedom	The area is haunted by the spirit of a woman killed a decade before
4	African or Middle Eastern immigrants	Attracts a foreign crowd- mostly US servicemen & ex-pats	Attracts an educated, college crowd	Bartenders sell potions under the table	The Amakaze is trying to ruin the bar, and the neighborhood to redevelop it
5	Chinese, Pilipino or Korean immigrants	Tourist trap	Nobody under 50 drinks here	Sazae-Oni and other predators hunt here	The place is a front for the most desperate and depressing kind of prostitution
6	A low-end Yakuza clan	Overpriced, overhyped	Cop, military or TBMS bar	Nothing major	Something vile- drugs, kiddy porn, human flesh- is being sold out of the back room

- *Bucca's*- it looks pretty, clean and modern and has drink specials, complementary snacks and an atmosphere designed to attract women, but it's a bear-trap in disguise. Low budget directors from Creeds porno studio dope the drinks and record the 'fun'.

- *Lace*- a popular club and hook-up spot for many reader models, actual contracted models and even the occasional idol singer. Mostly a cocktail bar with a stereotypically feminine selection of delicious snacks. Fans and paparazzi know that Miidera and her entourage often visit, lining up for blocks to catch a glimpse.

- *Nadia*- an outwardly lovely and seemingly feminist sex club where the workers all seem happy, well adjusted and content in their work. Run by the Amakaze, it's not quite a façade- the staff are happy, but only because they willingly allowed the Amakaze's sorcerers to reorder their minds and re-sculpt their bodies, make them into perfect prostitutes.

- *The New Lux*- opened in the 1970s and never renovated, even the VIP seats are patched by duct tape. Falling apart, but open all night, and if you walk out the door at the 6 AM last call, there's a chance you'll step out into the sunlight of 1973 Black Tokyo.

- *Peter Kurtin*- an *izakaya* where a furred being, like a Nekomusume, can get drunk enough to tear off her fur with a claw, revealing a fully human form beneath, and abandon the fur forever. Pelts line the wall.

- *Yoshi's Key*- a crappy, dimly lit basement bar where the hardcore gamblers go. There's a craps game out back that has been going non-stop since '83, with a clutch of Amakaze immortals who've been gambling non-stop for three decades now. The wagers are souls.

SEAMLESS SLEEP

Roppongi, Minato District, Tokyo

Seamless Sleep is a maid café and cuddle club in the heart of Tokyo's hippest mega-sprawl. The club is run by a bevy of adorable sisters. The three **Tannin sisters (Sakura, Satomi, a**nd the eldest of the three, **Saki)** all seem perfectly human despite the fact they're all self-emancipated Living Toys. Seamless Sleep Club offers a sexy, but chaste atmosphere, where guests can relax and nap in the arms of the Living Toy staff. The club's rules are fairly simple- no sex, no dry humping, and pajamas (for both guests and workers) stay on.

The Club is amazingly popular among the otaku and salarimen who've kept a bit of their innocence. The little

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café recently gained national attention, when her royal parents brought **HIH Princess Aiko** to the café for an exclusive visit. The staff doted on her, and the young Princess left the café with a pair of new companions- a **Living Toy swordswoman** and her somber **Nikusui partner**, both of whom would gladly sacrifice their pseudo-lives to protect their charge.

THE STYLE ORI OFFICES

Roppongi, Minato District, Tokyo

Every week, the Style Ori corporation publishes a top 100 chart of the hottest music, movies and manga in Japan, and is probably the biggest arbiter of Japanese pop culture. Style Ori has been the voice of the Japanese music industry since the early 1960s, and its decisions can make or break idols. Style Ori operates out of a fairly humble two story office building in Rappongi. The only hint to this non-descript building's importance to pop culture are the cutsey survey takers lingering near the entry way. Iconic in their pink and orange blazer and berets, these perky girls snag passer-by at random for in-depth questioning about their entertainment tastes.

Though journalists throughout Japan occasionally whisper that Style Ori is not nearly as bias-free as it claims, they rarely make public statements to that effect. Style Ori's lawyers are fearsomely competent. It is correctly suspected that Style Ori is **Amakaze** owned, and helps ensure that Amakaze-funded idols stay at the top of the charts. Style Ori's internal bias is the major reason that **Blue Shout** has never climbed higher than the mid-80s of their top hundred chart, despite the fact her download sales rival or exceed any member of their top five.

THE WET ALLEY

Roppongi, Minato District, Tokyo

The "Wet Alley" refers to a handful of winding, inter-laced alleyways behind Roppongi's main bar drag. These narrow alley ways are filled with sushi and udon noodle shops, convenience stores and the like, and most businesses have tiny apartments for rent on the second or third floor walk-ups. The alley gets its name because something about it seems to attract drunken women staggering home from the clubs to stop, squat and piss in its shadows.

The Wet Alley functions identically to the ***Mariko Aoki Phenomenon Haunt***, save that it only affects women and compels public urination rather than defecation. Intoxicated characters suffer a -2 penalty on their saving throw against the Wet Alley haunt.

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The neighborhood's Akaname know all about the haunted alleys, and it's the reason most of them live in the neighborhood. At 3 am or so, after most of the bars let out, they'll gather on their tiny, cluttered balconies, chain smoking and watching living girls piss. Unlife doesn't get any sweeter to an Akaname, and they'll defend this little slice of paradise (and the women who squat to piss there) fiercely. Almost by accident, this means the Wet Alley is almost as well protected as **Love Hotel Hill**, and by a similar crew of voyeur/vigilantes.

The Wet Alley is home to dozens of Akaname, including some of the 'heroes' of the race. Often overlooked, Akaname are minor yet vital parts of almost every one of Black Japan's myriad factions. When among their own kind, sometimes they talk about what they see, meaning the Akaname species as a whole is very, very knowledgeable about Black Japan's secrets. Some of the Akaname residing here include:

- *Nikii Moto, a* 'corpselicker' forensic tech working out of the local police substation, who knows more about the local drug trade than anybody, alive or undead.

- *Drs. Gen and Kate Mitsugoro,* a super-cute married couple who work together at the T-2 River Building, and specialize in potions turning mortals into Akaname undead for an afternoon. They're still trying to get the taste right.

- *Kekkou Okada,* the foulmouthed nanny of an Amakaze CEO's four young daughters. Kekkou knows the middle daughter is already showing signs of the fetishes that mean she will likely reincarnate as Akaname, even if big businessman Daddy has no fuckin' clue.

- *Tomas Acuna*, a rare foreign-born Akaname, emigrated from Brazil, who does freelance computer repair and security installation throughout Tokyo. He's one of the electronics experts who wired up Love Hotel Hill, and does similar pro-bono work with the Eyrines Sisterhood when they need tech support.

- *Old Man Kita,* one of Li's contemporaries, this stooped, ancient man gets about on crutches and acknowledges at least three centuries, though he's probably older. The unofficial banker of Wet Alley, who loans money to local bars and businesses, keeping The Alley appropriately moist.

HAPPY DRUG WET

One of the most unique of the many, many Happy Drug franchise pharmacists found throughout Japan is housed a few blocks down the Wet Alley. This 24-hour drug store is run by **Dr. Renri Nakazawa** (LN female Akaname Cleric of Ususama 13), a former chemist working for the **T-2 River Corporation**. She only ever works the nightshift, operating the store in the quiet hours between 2300 and 0730. Dr. Nakazawa was especially blessed by the piss-god she serves.

Up to ten times per day, Dr. Nakazawa can produce any Abjuration, Conjuration or Transmutation potion she wishes of 2nd level or lower (CL 3rd), as a full round action. Doing so requires her to urinate directly into a supplicant's mouth, and these urine potions lose all potency if stored. She offers this strange service to fetishistic adventurers, especially heroic Akaname in need, and to the poor and desperate in the neighborhood. Those too poor to pay for an ER visit, or who need off the books medical care know to come here, lay down on the cold, cracked tile floor and open their mouths…

TOKYO TOWER

Minato District, Tokyo

When Tokyo erected its own version of Paris' Eiffel Tower in 1958, the imitation ended up nine meters taller and much sleeker and more modern. The iconic red and silver tower is one of the iconic images of modern Tokyo. A year after Tokyo Tower was opened to the public, a Kami of sky and flight was destroyed in battle here, at the tower's needle-spire. Her fading existence bled into Tokyo Tower itself, buoying the winds and loosening gravity's hold around the spire. Since then, Tokyo Tower has been the scene of more than one mid-air duel to the death.

Huge flocks of birds congregate around Tokyo Tower at all hours, taking wing simultaneously in incredible displays. They are often joined by legendary local parkour and free-climber **Elizabeth Shimizu** (CN female Goryohime Rogue 7) who has made unassisted ascents of the Tokyo Tower so many times she can literally do it blindfolded. She can dance her way to the tip of the spire in minutes, often before local cops can mobilize to get her down.

GAME RULE INFORMATION: TOKYO TOWER

Any creature with a Flight speed has their Flight speed increased by +60 ft (to a maximum of double their base flight speed) and their maneuverability increased by one step, as well as receiving a +4 competence bonus on Fly checks. These effects extend 1 kilometer in all directions from Tokyo Tower.

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SHINAGAWA STATION

Shinagawa District, Tokyo

The Shinagawa Station is one of the busiest train hubs in Tokyo, a nexus for rail travel throughout Japan. The ultra modern station occupies several blocks and includes all the amenities a modern commuter could want, from a plethora of shops and restaurants to a mid-sized capsule hotel, all within station grounds.

Shinagawa Station also includes a police garage headquartering one of Tokyo's largest and best trained **Kiss Teams.** One of the first teams activated, Shinagawa's squad initially patrolled all of Tokyo before suceeding Kiss Teams narrowed its area of responsibility. Shinagawa's primary Kiss Team, the standard by which similar units are measured, is **Ronin Squad.**

Ronin is commanded by veteran, 17-year old Kiss Friend, **Haru Asano** (LG female Samurai Human Rogue 6) and her robotic partner, **Swordslash** (use Kiss Gear stat-block). Haru comes from a military lineage. Haru's father was a commander in the JSDF, her grandfather a Japanese Imperial Army officer, and her distant ancestors were samurai of great renown. She struggles every day to live up to the expectations of her family and heritage, which makes her about impossible to get along with outside the job, but indispensable in a command role. Swordslash is constantly trying to convince her human partner to enjoy life and smile more often, to little effect.

In addition to standard Kiss Gear, Ronin Squad makes use of light, ultra-agile motorcycle based Kiss partners, as well as the beloved **Kiss Rail** ultra-heavy mechs. Kiss Rails are especially beloved by Japanese civilians and train-buffs, and their hangers are constantly besieged by a constant stream of photo-snapping tourists. Technically a major breach of security, Ronin Squad never really prevents the photo ops, as long as the tourists only take pictures of the Kiss Rails in their train alt-modes.

FRENCH KISS

Willie French (CE male human Rogue 7) murdered five boys between the ages of 6 and 11 before the Galveston, Texas police department came far too close to catching him. A buddy in the merchant marine got him to Japan, where his target profile changed for the worse. French earns his money as a welder at Tokyo port, and disappears every few weekends for drift racing in the mountains of Gunma.

There, the dangerous Texan realized that a tiny percentage of the racers – the ones with the best control over their cars, the best reflexes – had a strange glow around them, a golden aura that only he could see. French had never heard the term "Kiss Friend" and has no idea Battlechangers exist, but for some reason, the serial murderer could spot the unique mutations that made a child a potential Kiss Friend.

Willie French's new sense allowed him to see, to smell, to taste a kind of innocent potential in children (both boys and girls, this time) beyond anything he'd tasted before. It was even better than the five boys in Texas. Since his arrival in Japan, French

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has killed another dozen children – all preteens whose Kiss Friend gifts were in their infancy. Two of the murdered children had been already been on the JSDF's radar as potential recruits for ***Ronin Squad.*** A third child, the eldest of the victims at 12 and a half, was a junior member of ***Tanso Middle School's Road Safety Club.***

The JSDF is working from the theory that someone is actively eliminating potential Kiss Friends to weaken the nation's military readiness. Speculation about which Yakuza clan or terrorist cell is behind the atrocities run hot among high level military commanders, with some even blaming an especially cunning strain of ***Abyss*** for the killings. Nobody's realized the killings aren't strategic in any way – they are the lonely, pathetic sins of a forgotten exile.

THE TOKYO BUREAU OF MYTHOLOGICAL SANITATION MAIN BRANCH

Shinagawa District, Tokyo

The TBMS has two kinds of employees: those who like watching beautiful, helpless things die, and those who have really, really pissed off their superiors. TBMS is a recent addition to the country's budget. The department's responsibility is to safely and (hopefully) humanely dispose of the Tokyo's region's wide assortment of weaker humanoid pests, especially the semi-feral packs of lesser **Nekomusune** which prowl the city.

The working conditions are miserable, respect is nil, pay is meager. Worse, TBMS workers often find themselves caught between their cat-girl prey and the far worse things that see wild Nekomusune only as an easy, savory meal. Workers have to prowl back alleys and filthy deserted tenements, knowing the tranq-guns they use to bag barely sentient felines won't be of much use against anything more formidable. If TBMS workers don't fall to some *oni's* talons, they usually end up on the wrong end of an **Eyrines Sisterhood** shotgun, as the feminist mages try their best to end the cat-girl genocide.

After a 16-hour shift of stunning, binding, tagging, and eventually gassing cat-girls, most workers just want a beer or ten, and a copy of the wanted listings. For those who willingly join the TBMS, though, it's the greatest job in the world. Nekomusune have no rights in Japan, not even the right to life. For sadists who enjoy sexual torture, rape and eventual murder, assignment to the TBMS is a way for them to legally indulge in their lusts. Though captured 'Nekos' are supposed to be euthanized humanely, few TBMS workers have the compassion or the energy to object if they aren't.

Some TBMS workers make a tidy living by selling tickets to a cat-girl cull. For a few thousand yen, anyone with connections can watch from rickety bleachers outside the main gas chamber at Shinagawa as a load of Nekomusune choke out their last breath. Visitors willing to part with a heftier bribe can buy themselves a few hours of rape before the gassing, or buy the right to finish the catgirls themselves, in any manner they see fit. Though the TBMS might occasionally sell a Nekomusune's death, the grey jumpsuit wearing sadists know better than to try and sell their captives as slaves.

The one TBMS worker dumb enough to try to break into the mystical slave trade was found in six separate dumpsters, but was still somehow conscious enough to deliver a warning to his shell-shocked partners. The ghouls of **Mansion Inugami** don't mind if city workers earn themselves a little blood money on the side, but cutting into their flesh trade is forbidden, upon pain of death. As long as the TBMS culling squads follow this one rule, the mercantile *oni* leave them mostly unmolested. The TBMS workers keep out of the slave trade, because the workers know that Inugami 'inspectors' can arrive at any time to make sure their 'rules' are being followed.

KYOSAIA RESIDENCE

Ota District, Tokyo

Bake Kyosaia (LE male burakumin Human Dedicated 8/Charismatic 2) is the Diet minister in charge of the **Tokyo Bureau of Mythological Sanitation**. This dead end appointment is as high as he's ever going to rise- officially, job discrimination against members of the old *burakumin* clans is illegal, but practically it has ended his ambitions.

Kyosaia's estate is a recreated, castle-like structure of great beauty, hidden behind high stone walls and protected by video surveillance and blind *Kanedama* guards. Old growth sakura trees decorate the grounds, which also include a tiny but still rather impressive European-style hedge maze.

Kyosaia himself is a joyless monster of a man who revels in sadism. He divorced his wife last year, leaving her disgraced, penniless and suicidal. He cut off all contact with his children, except for his eldest daughter, **Konohana Kyosaia** (NE female burakumin Human Fast 4), who is just as bad. Father and daughter hunt Nekomusume captured by the TBMS together using Bake Kyosaia's huge (and very, very illegal) collection of American automatic pistols. Prefecture police know to ignore the gunshots coming from the Kyosaia residence.

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PILOT LIGHT

Ota District, Tokyo

This rough-edged working-man's bar caters to off-duty **Tokyo Bureau of Mythological Sanitation** employees, and as such, has a bit more of a sadistic streak than blue collar bars catering to other industries. Each evening, you'll find dozens of men with souls as grey as their jumpsuits sitting on the bar stools talking about kill counts and debating the merits of .22 execution versus gassing when it comes to euthanizing stray cat-girls.

There's a special VIP room at the back specifically for **TBMS Gassers**, who aren't quite human anymore, and don't make very good drinking company for mortals. The VIP room stinks of almonds and stale beer, and most mortals can't make it more than a minute or so before running back out, gagging and choking.

"THE VIRGIN BUSTER'S EDUCATIONAL CLUB"

Ota District, Tokyo

Go Kurosawa (NE male otaku human Bard 3) works full time as a forensic technician for the Tokyo MPD and on his days off, runs a very special 'educational club' out of the back room of a manga shop in one of Ota's dustier neighborhoods. Only virgin men with…. "unusual" lusts are allowed membership. The club caters to embittered and hateful men who see sex as their divine due, and are willing to take it by force. Kurosawa has gathered a collection of rapists, pedophiles and serial killers-in-training, culled from online message boards.

Kurosawa genuinely sees himself as a paternal, big-brotherly figure to his student-lust murderers, and wants them to enjoy all the pleasures they've fantasized about. In addition to trading fantasies and encouraging the club's roster to live their darkest fantasies, Kurosawa has leant the club his forensic knowledge. He teaches his students how to dispose of bodies, clean crimescenes and remove DNA traces from corpses. There are two 'classes' per year, each training about twenty would-be sex criminals (use the ***Mortal Sex Offender*** statblock for most).

Kurosawa is smart enough to be dangerous, and his students are a lot harder to track, and to arrest, then Tokyo's average criminals. Kurosawa may be protected by fate itself: for some reason, Eyrines abilities do not work on him. His aura is unclouded by the stain of rape, and Eryines combat magic fizzles when it touches Kurosawa's skin. Somehow, Kurosawa managed to kill an **Enryines Sister** who thought she had the drop on him, a desperate murder that has only increased his standing among his evil students.

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MEGURO PARASITE AND NECROMANTIC MUSEUM

Meguro District, Tokyo

This odd and morbidly unique museum is a surprisingly popular date spot for Black Japan's occult community and even the occasional ordinary mortal with a strong stomach. This cramped two-story building includes an amazingly large vareity of exhibit halls, but whether this is just clever architecture or magical space-warping is up for debate.

The museum's many displays deal with parasites, infectious diseases and the occult effects of powerful necromancy on the humanoid body. Preserved specimens of gigantic tape worms, graphic photos of STIs and *necrotizing fasicistis* victims, ghouls pickled in formaldehyde and other morbid displays make the museum a gruesome favorite. The museum's owner is **Dr. Hitori Goya** (LN male human Necromancer 11), who taught black magic at **Tanso Middle School** during the early 2000s, but was fired after his romance with a 12-year-old student was revealed. Goya avoided jail time, by dint of his potent contacts in the occult community, but his teaching career was ruined.

Goya's lolicon paramour **Kinou Sayashi** (CN female human Necromancer 2) is now in her early 20s and works full time at the museum while attending college. She's slavishly devoted to Dr. Goya, and the fact they haven't had sex in nearly three years breaks her heart every day. She suspects, but has stoically avoided finding the proof, that Dr. Goya has begun another illicit romance with a Tanso Middle School girl. Kinou's torn- she's not sure whether she'll kill the girl, kill Goya or kill herself over the romance, but she will absolutely not go to the police. Note that for a clique of necromancers murder/suicide doesn't preclude continued existence, possibly as a Goryohime or even a true lich….

TAMAGAWADAISHI TEMPLE

Setagaya District, Tokyo

This small and outwardly unremarkable Buddhist temple is exceedingly odd, even by the standards of Black Japan. The Tamagawadaishi Temple is tended by a sect of Akaname monks dating back to the 16th century. The sect is dedicated to the care of the poor and to reaching enlightenment by sudden inspiration, often in the oddest circumstances.

Beneath the temple complex, a claustrophobic warren of winding, humid and wet tunnels stretches for several blocks. Only occasional phosphorescent mushrooms provide dim grey ghost-light, leaving the majority of the maze in absolute darkness. Successfully navigating the maze symbolizes passage through the intestines of the Buddha. The maze-like tunnels are decorated only by 88 stone or wood carvings of the Buddha, including odd statues of the Buddha defecating or lifting his robe to piss.

The Tamagawadaishi Temple is a place of power for the Akaname race, and even non-religious Akaname often take a tour of the maze. The pitch blackness doesn't bother them, and the statues bring a smile to even the most secular filth-licker. Newborn Akaname are often born here, nurtured by both their undead mother and the equally life-less monks responsible for the place.

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N-T DOJO

Nakano District, Tokyo

The N-T Dojo is one of the Eyrines Sisterhood's most important training facility. The dojo is buried in an old industrial warehouse at the far western edge of Tokyo's urban sprawl. The N-T Dojo was named for ***Nakano Takeko*** a 19th century noblewoman who took up arms to defend her homeland, and when she was finally mortally wounded, demanded her sister cut off her head and bury it rather then let the enemy take it as a trophy. The naturally mummified head was eventually moved here, to the prefecture that shares her name. Now, the head rests within a golden reliquary/shrine hanging above the dojo floor.

Women who train at the N-T Dojo learn mastery of two weapons considered exceptionally suited for women by the Sisterhood. One of the weapons is the *naginata*- traditionally a woman's weapon, and the blade wielded by Nakano Takeko. The other weapon is at the other end of the technological spectrum, but no less suited to a woman's strengths: *the sniper railgun.*

The dojo's sensei are twin sisters, both Eyrines trained, and each specialized in one of the dojo's weapons. **Rita Asaguri** (LG female Samurai human Fighter 8) is master of the naginata, while her sister **Lita Asaguri** (CG female Samurai human Gunslinger 9) is equally adept with the railgun. The sisters teach tactical teamwork- the nagitana wielder acts as the sniper's bodyguard and spotter, while the sniper takes the shot. The sisters can work together with allied spellcasters to enchant weapons of their chosen specialty for the good of the Sisterhood.

ADVENTURING IN SHIBUYA

Shibuya has more two and three-story HD television billboards than any other place in the country, and in Japan, that is a hotly contested title. Including the massive screens adorning the 109 Building, Shibuya is carpeted in these bright (and typically silent) displays, so oversaturated with television coverage that most long-time residents hardly notice them anymore.

GAME RULE INFORMATION

However, these displays have become part of the mystical energy flow of the district. If any **Illusion** spell or effect, or spell or effect with the **Light** descriptor is cast within 100 ft of any of these display screens, the effect is *maximized*.

In addition, the images playing on the screen change for just a few seconds, displaying the spell's effect from the point of view of the caster.

Even illusions that would not normally show up on an electronic monitor are displayed in Shibuya's display screens. The display screen's images return to normal after one round.

LOVE HOTEL HILL

To earn a reputation for having a plethora of love hotels in a city filled with perversion on every corner, this Shibuya neighborhood has to do something special. And it does. Hundreds of neon-right love hotels, sex shops, one room bars and karaoke clubs line the eight block region. Tourists and pub-crawlers trawl the neighborhood at all hours, and despite the dangerous sexual waters that lap at Tokyo's erotic community, Love Hotel Hill is a safe place for mortals to play. Very few mystical artifacts are for sale here, and the local sex trade sticks to the consensual- oni flesh traders and demonic predators don't have their claws into Love Hotel Hill yet.

The safety of the human visitors to Love Hotel Hill is ensured by an unlikely coalition of supernatural vigilantes, known locally as **"The Bowel Angels."** The Bowel Angels' membership is exclusively **Futakuchi and Akaname,** a strange hybrid family that has come to agree on one important point: humans deserve a safe place to enjoy their sexuality, no matter how kinky**.** Futakuchi monks and martial artists mingle with tourist crowds, working undercover to protect humanity. Meanwhile, Akaname hackers and surveillance experts have tapped into the neighborhood's security cameras to watch for trouble before it begins. The fact the Akaname have wired every ladies' room within an eight block radius with hi-def video cameras is something that the local Futakuchi tend to overlook…..

RANDOM LOVE HOTELS

Shibuya is carpeted in love hotels.

In a city where shoe-box apartments have walls not much thicker than the average paperback, and many adults live with their parents well into their thirties, privacy and luxury are premium. Love hotels fulfill that need. The industry is fiercely competitive, and to attract customers, offers an ever escalating roster of amenities to customers, so some of the newer hotels can be very luxurious. Not much pricier than an ordinary hotel room either, sometimes even a little bit cheaper. You know the drill, roll 5D6 to build a semi-random love hotel if you need one.

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Shibuya's Love Hotels					
D6	The Hotel's Décor	The Local Sex Trade	Best Amenities	Your Fellow Guests	Supernatural Aspects
1	Bright, primary colors and curvy motifs	Older teen girls on compensated dates	Sex toy vending machines and a huge sex shop in the lobby	A burnt out spellcaster on a weeklong debauch, trying for an ecchi occult breakthrough	*Pervert chairs* in every room and a few magical sex toys for rent
2	Each room is a different city, like Paris or LA	Pretty clean neighborhood, no major local trade	Best hot tubing experience in Japan	Really nice, sweet young lovers	A low level Buddhist cleric who ensures nobody suffers STDs or unplanned pregnancies on site
3	Different rooms look like different anime	Sacred prostitutes of an obscure sect	In room gaming setups that attracts geeks for computer time as much as sex	A salariman or three out for a little extramarital affair before heading home at 10 pm or so	Offers mortals a chance to lay with a willing undead
4	Victorian elegance or Japanese traditional	Mortal, native born Japanese prostitutes doing outcall	Amazing room service	A tourist blogging about the whole experience	Nothing supernatural.
5	Hip-hop strip club	A 'happenings bar' or other thin veneer for an in hotel bordello	Takes customer anonymity very seriously	An older couple having a wild night together	A forgotten Kami has rented a room here since the early 1990s. Why?
6	School, office, café or other sex-in-public theme	Something nasty-pedophile, snuff or supernatural sex slavery	High quality showers, washlets and bath luxuries	Students who've pooled their money for a sweet party room	Kitsune gather here to plot and scheme and talk shop in private

THE 109 BUILDING

Shibuya District, Tokyo

This glass-fronted, ultra-chic commercial tower is one of Tokyo's most iconic structures and if you've ever watched a movie set in Tokyo, you've seen it. 109 Shibuya rises out of the Tokyo skyline, gleaming in the sunlight, sleek as a drawn blade. 109 Shibuya is a shopping arcology and business tower more massive than some of Tokyo's outlying suburbs, and is the center of Black Japan's idol culture. Inside, 109 Shibuya is a multi-level maze of expensive, exclusive shops catering to Japan's *gyaru* and wanna-bes, architecturally designed (and subtly enchanted) to steer shoppers in an endless, frenzied loop from one retailer to the next.

Beyond the public levels, 109 Shibuya is home to hundreds of excellent recording studios, as well as the corporate headquarters of Black Japan's largest entertainment labels: **Avex, Sony Music Japan, Fairy Soundsystems** and others all have their main offices at 109 Shibuya. The supermodel **Miidera** owns 109 Shibuya through her holding company, and her fashion empire's heart is found here. The goliath, three story high high-rez display screen on the skyscraper's façade often plays video clips of the ethereal and glamorous fashion icon. The 20 year old starlet has her private offices in the 109 Building, and several floors are dedicated to her cosmetics, club wear and lingerie empire, as well as the music of the young B-list idol singers she takes under her wing, many of whom are Goryohime.

Miidera is on good terms with the Goryohime race, and often incorporates faux nooses as fashion elements in her photo shoots. She is almost childishly fascinated with the Goryohime, and many of her hangers-on are undead. Goryohime teens have a decent chance of getting the star's autograph or spending an afternoon with her, and in their own turn, wish they can be as glamorous and poised as their dead-friendly idol.

THE REAL 109 BUILDING

The 109 Building in Black Japan is subtly different than the structure found in the real world. Black Japan's 109 Building is double or triple (at least) the size of its realworld counterpart. The concert hall on the upper level is

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similar to the planned theaters on the real world 109 Building's top floor. However, in reality, these plans were cancelled and the theater project abandoned because of a lack of usable emergency exits in the structure's design. Finally, while the real structure is mostly retail space, Black Tokyo's version serves as the corporate offices for several entertainment mega-corps, both fully fictional, and barely fictionalized.

109'S TENANTS

Those who rent office space in the exclusive 109 Building are shaping what it means to be female in Japan. Not just physically, though genetic megacorps like *Neko Dream Ultimate* have offices there, but culturally. 109's tenants have incredible cultural weight- they, more than anyone else in Black Japan, are the arbiters of what is beautiful, slick and kawaii.

ARIGANE MEDIA GROUP

The Arigane Media Group is a top tier music label, specializing in the cultivation of *junior idols.* Talented pre-teen girls are recruited from around Japan, with the cutest and most musically gifted learning vocal technique and stagecraft in a class-room like environment right inside the 109 Building. At any given time, three classes of twenty girls, ranging in age from 8-13, are attending classes in the building. The Arigane Media Group's elite private school is fully accredited, and offers an excellent and rigorous musical education.

The Arigane Media Group is owned by the **Ten Ryo Amakaze**, and in its own way exists to spread suffering and the most profitable kind of pain. **CEO Jisei Shinkosha** (LE male Human Aristocrat 9) is an effectively untouchable pedophile (technically a hebophile) who has transformed his media empire into a *lolicon* grooming operation on a national scale. While his label's innocent and cheerful J-pop is popular nationwide, his young starlings are more famous for their dozens of picture albums and glossy photo magazines available at any Amakaze-owned bookstore. These magazines skirt the legal line of child pornography, and the company's (in)famous tropical vacation DVDs, featuring the label's junior idols, push that line even farther.

It's an open secret that Shinkosha trades sexual favors for stardom, and his 'favorite' junior idols achieve rapid fame at the cost of their innocence. Shinkosha is accompanied everywhere by an **H-Child named Ringo**, and who poses as his daughter. The devil-girl is his bodyguard, who carefully protects the Amakaze's investment in this man.

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She also uses her seductive powers to prepare victims for Shinkusha's violation, allowing the older man to maintain the self-delusion that he's a gentle first lover rather than the predator he really is. Shinkosha and **Oyari Roman** are fierce rivals, both musically and in competition for the hearts and bodies of young girls. The two rivals scout the same talented girls, and occasionally Shinkosha sends one of his cruel minions to torment or torture a young musician who rejected his advances in favor of studying at the **Oyari Musical Academy.**

FAIRY SOUNDSYSTEMS

Fairy Soundsystem's corporate offices only occupy about half of one of the 109 Building's floors, but the company's high-fidelity, ultra-precision recording technology is found in every recording studio in the mega-structure. Fairy was incorporated in the early 1980s, producing high end microphones and recording equipment that quickly became the industry standard throughout Japan. A few years ago, Fairy began its own music label, focusing initially on techno and trance, with artists rapidly mutating into even more obscure musical styles like *nightcore*, and even geekier sub-genres like *denpa* music.

Fairy Soundsystems was founded by the gawky, sharp faced, sharp nosed electronics geek **Hideki Tainaka** (CN male Human otaku Bard 8/Smart 6). First he started making gear for fellow music geeks, passing around prototypes freely, before he realized he could actually make a decent living producing musi-tech gear. When the techno-wizard purchased his first POETICA with the profits of his early sales, her guidance turned a hobby into a successful business.

Hideki's POETICA concubine, **Utada** (NG female Mature POETICA Bard 12) performs on the Fairy Soundsystems label under the stage name **Blue Shout.** Hideki has tinkered with his concubine's internal systems since he purchased her, and she is the recipient of nearly thirty years of innovation, experimentation and technological advancement. In terms of her mastery of sound, light, illusion and hope, Blue Shout is perhaps the most technologically advanced POETICA found anywhere in Asia.

Utada/Blue Shout's music is light and effervescent, filled with hope. Both she and her owner recognize the pains and struggles of Black Japan, and she performs music to hopefully lift the nation's spirits. While Blue Shout occasionally tours with idol groups as celebrated as *Momorio Clover Z,* she is most commonly a solo act. Her most recent specialty are flash mobs and unannounced raves, using her own techno-magical body as all the sound equipment she'll ever need. Blue Shout's musical career is a profitable sideline to Fairy, not much more. Her music sales pay for her continual upgrades and make her charity work (focusing on disaster relief and POETICA and Neko freedom organizations) mostly self sustaining.

NEKO DREAM ULTIMATE

Neko Dream Ultimate was the among the first companies breeding Nekomusume. Neko Dream Ultimate occupies three full floors of the chrome and glass commercial tower, having moved in from an earlier, more modest facility in the late 1980s. The corporation has an unmatched reputation for quality and only sells their submissive, well-trained cat girls to carefully screened and credit-checked buyers. Unlike many lower-tier kitten factories, Neko Dream Ultimate has no interest in producing snuff toys; catgirls are a pleasure to be savored over a lifetime. The company's advertising image is bound up in the Nekos they produce, and prides itself on producing happy Nekos that go onto happy (if unfree) lives.

THE SHIROI GROUP

The Shiroi Group is a diversified conglomerate with interests in railways, department stores, architecture, hotels and nuclear power. Practically every major store in Shibuya has Shiroi somewhere in its name, including several department stores, grocery outlets and restaurants on the lower floors of 109.

The Shiroi Group is controlled by the **Five Blossoms Amakaze,** and its aim is temporal and financial power, rather than the accumulation of occult lore. Its immortal master is the Amakaze Executive Board Member (see *Black Bestiary*), **Shingon Date.** More than seven centuries old, Date has guided his branch of the Amakaze from the sale of water, salt and firewood in ancient days to more diverse means of earning. Five Blossoms is one of Japan's largest private landowners. Either directly or indirectly, the Shiroi Group controls the flow of necessities throughout Japan; if it wished, it could jam the railways to stop the flow of goods, or turn its reactors cold during the fierce Japanese winter and cripple the nation. Date knows the power he wields and he is a senior voice among other Amakaze.

Few other Amakaze lords like Date- most consider him an uncultured barbarian because he has little interest in the sorcerous schemes that obsess the rest of the Amakaze Board- but none openly disrespect him. Date and his Five Blossoms Amakaze can depend on the assistance of **Goro Akabeko's** Twelve Golden Amakaze faction as well as **Momonjii's** New Day Girl Factory. Both men depend on the rails to rule their own little empires, and thus have to curry favor with Date at all times. Both would love to eat Shingon Date's viscera, if there was a way to be free of the Five Blossom's master without consequence.

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The 109 Building's Other Tenets					
D6	Tenet's Industry	Corporate Reputation	Relationship to the Amakaze	The CEO is:	The workers are:
1	Recording industry	An older, trusted company, dating back to the Occupation	Not on the Amakaze's radar at all	An impotent figurehead manipulated by the senior shareholders	Often supernatural beings, actively recruited for their special talents
2	Television or video game production	Failing, undergoing layoffs, reorganization and about to be bought out	Company has earned the personal animosity of a senior Amakaze Executive Board Member	Legalistic monster concerned with profit above everything else	The dregs of the Japanese educational system
3	Internet related business	Recently broke off from a larger parent company in an acrimonious shake-up	Caught in a power struggle between two or more factions	Social activist who ensures ethical conduct	Ordinary, unwitting, innocent mortals
4	Magazine or manga publisher	New start-up making a fortune, but who knows how long it'll last?	Being sacrificed by the Amakaze to confuse or mollify an enemy faction	The child, protégé or lover or a powerful Amakaze or Yakuza	Worked beyond the point of exhaustion and terrified of failure
5	Fashion, style or hygiene	Under government investigation for an assortment of white collar crimes	Victim of a hostile takeover by the Amakaze	Worked his/her way up from inside the company	Treated with uncommon kindness
6	Nekomusume, POETICA or other artificial life	Nothing special, a background player that rarely attracts attention	CEO is attempting to earn a spot on the Amakaze Board	Is dying and will pay any price for a cure	Often underpaid foreign workers

OTHER TENETS

Rolling 5D6 will allow you to quickly build other tenets in the famed 109 Building.

FASHION SLIP

Shibuya, Tokyo

This exclusive boutique (instantly recognizable for its full color holographic displays of well dressed POETICA fashionistas) is situated at a particularly good location- just one block away from the world-famous **109 Building.** Fashion Slip embraces bleeding edge technology- its sales floor, point of sale systems and merchandise is all futurist. Fashion Slip sells the overpriced future-fetish latex and silk costumes that have become *de rigur* for fashionable POETICA owners and their machine-pets.

Fashion Slip is the brainchild of **Miku Keitakuen** (LG female heimin Human Charismatic 7), is a good friend to the POETICA race and thus-far-unsuccessful crusader for the abolition of the artificial girl slave trade. She dedicates 10% of her boutique's vast profits towards purchasing as many POETICA as she can, whom she immediately frees. Many of these freed POETICA work at Fashion Slip, or have taken similar jobs at nearby shops. While Shibuya itself is usually too expensive for working-class POETICA, many of the neighboring wards are home to inexpensive apartments and dorms filled with whole communities of free living POETICA.

The largest of these homesteads is **The Ceramic Angel Apartments**, located in nearby *Asagaya District*, just a short subway ride from Shibuya. The Ceramic Angel Apartments are a block of four story apartment buildings, built around a central, inner courtyard with a stone angel statue that gives the complex its name. The Ceramic Angel was built in the early 1970s and has seen better days. The POETICA who live there do their best to make it cheery and bright, but it's still pretty rundown. Rents are cheap though, and some of the neighboring shops are pretty great. In addition to POETICA, the place is a magnet for young otaku and freeters, who are willing to put up with rusting pipes and cracked drywall for a chance to live amongst a bevy of cute, free POETICA.

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OYARI MUSICAL ACADEMY

Shibuya District, Tokyo

- ***School Colors:*** brown and burgundy vests over bleached white blouses, brown skirts for female students or brown slacks for males, accessorized with brown or burgundy berets
- ***Grade Levels:*** Elementary through high school in integrated classes
- **Accepts:** any non-undead student with musical talent, primarily Japanese student body, but a plurality Western population

Oyari Roman (LN male Human (?) Bard 14) is an elegant soul, dressing in the laced style of an earlier era, marked by a long shock of snow white hair. He is simultaneously ancient and youthful; he ceased to age sometime during the 16th Century. His music had given him immortality, and ever increasing powers of reason, seduction and compulsion. In his time, he tutored Chopin, Beethoven, Mozart and Theolonious Monk, among many, many others, and sometime between World Wars, he settled in Japan.

Shortly before Japan invaded mainland China, Oyari opened his musical academy. The huge, rambling western style mansion, in the heart of Tokyo itself would have been a prime target for Allied bombing crews, but no Allied flier remembers seeing the massive edifice during wartime, though many toured the facility during the Occupation. The gifted children of US service members became a large part of the school's first few classes, a tradition that continues today. Many of the Academy's first students returned to teach there in later years. In addition to its excellent musical curriculum, the Oyari Musical Academy is fully accredited academically, and offers elementary through high school education.

Oyari himself has trained many of Black Tokyo's most promising young Bards, and tries to instill a strong moral code in his students. He instills an equally strong classical bias- very few students go on to become idols or pop stars, though many achieve great fame as classical, neo-classical or jazz musicians…though there are the occasional exceptions. Oyari's moral code allows (and even

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encourages) intergenerational sex and lolicon romances; he is slightly more attentive and inspirational to his younger female students, and has taken the (willingly offered) virginity of many of his protégées. His male students, by contrast, rarely receive the same mystical training their female counter parts do. Oyari's immortality is tied to two things: his daily musical practice and the frequent deflowering of barely pubescent girls. Deprived of either, the immortal musician would soon wither away to dust.

As is true of Black Japan's other mystical schools, Oyari Musical Academy is host to a variety of clubs and student organizations, most based on a shared love of music. Among them are:

- *Ballroom Dance Club:* both boys and girls are encouraged to learn the art of elegant dance. For the girls, it is an opportunity to don the fabulous, princess-style dresses kept in the Academy's endless maze of closet space.

- *Composition Society:* this club teaches the intricacies of composing original compositions for cello, violin, piano and full orchestra. Oyari Roman himself teaches and demands both perfection and an acceptably classic style, having little patience for more modern musical theories.

- *Free Notes Competition League:* students form a 4-6 member band and compete against other student bands in intense Saturday evening competitions. While Oyari emphasizes classical styles, most of these groups play modern rock, J-pop and even visual kei metal. It's a chance for the students to cut loose musically, and a way to win minor magic items as prizes, as well as attract the eye of Oyari Roman himself.

- *Jazz Club:* musicians playing a variety of instruments as well as smoky voiced singers often join this club for the opportunity to visit some of Yokohama's excellent jazz and blues club- perhaps even take a trip to New Orleans during Marti Gras to hear real American jazz.

- *Men's Vocal Society*: this choral organization trains young men in manners, decorum, and style. As singers, the men of this club often attend socials and exclusive political gatherings in elaborate Elegant Gothic Aristocrat fashion.

BAISHU MUSIC AND VOICE

Shibuya District, Tokyo

Found just half a block from the train station that serves as most foreigners' first introduction to Shibuya, this small musical school is one of the best in the nation. However, **Baishu Music and Voice** advertises only by word of mouth and lacks the prestige of other musical academies; however Baishu is often sought out by those in the know. The shop's humble white and blue signage goes mostly unnoticed compared to the neon and chrome of the nearby businesses, and weird frogs (also splotched with blue and white) can be heard croaking from a small artificial pond out back.

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Baishu is run by an ancient Ainu crone who only answers to **Koe-sama** (NG female Utari Ainu Bard 5). Her eccentric training methods produce stars and idols-to-be in great number, but require dedication that puts most full time jobs to shame. Half of her lessons involve serenading the frogs and white snakes out back in the man-made pond; the other half consists of time in her fully equipped occult recording studio, one of the nicest in Tokyo. Koe-sama has an encyclopedic knowledge of the modern music business, and more connections than you'd think by looking at her (she seems like a half-crazed bag lady on a good day). Most of her students go onto modest fame- none ever become top tier idols, because Koe-sama always, inevitably steers her charges away from any involvement with an Amakaze-owned business.

MYOONTEN SECOND-HAND MUSICAL INSTRUMENTS

Shibuya District, Tokyo

Myoonten Second Hand is located about a block and a half down the alley from **Baishu Music and Voice**, and offers students at the small musical academy (or attending the **Oyari Academy**) a 10% discount on all used instruments.

The proprietor, who rarely opens the blue and white painted rolling steel door until well after 11 am (even though the sign says they are open from 9-9) is a woman every bit as old and surly as Koe-Sama. Most people assume that she and Myoonten Second Hand's owner, who answers only to **Emiri** (CG female human Rogue 2/Bard 3) are sisters, but nothing could be farther from the truth. The two used to hate each other, and once dueled nearly to the death atop the Tokyo Tower, but in their dotage, they've forgiven, even if they haven't quite forgotten. These days, their feud still simmers, but only as catty comments left on one another's Twitter feed.

Despite her less-than-warm relationship with Koe-Sama, Emiri genuinely likes the other old woman's students, and is known far and wide for the quality of her refurbished instruments. The discount she offers to Baishu and Oyari students also applies to occult musical instruments, and given enough lead time (usually at least a month or two beyond whatever estimate she gives the customer) she can craft enchanted musical instruments and musical weapons to order. She also pays significantly better than average for pawned occult instruments.

HARAJUKU BRIDGE

The Harajuku Bridge is a solid, imposing stone bridge built in a French Gothic style during the 19th century and extensively rebuilt after the devastation of WWII. This wide foot bridge stretches over a deep canal of cold, surprisingly pure water, a river running beneath the urban heart of Tokyo. Wrought iron electric lanterns are spaced very few dozen feet, giving the foot bridge a vaguely Victorian ambience. (This is in dramatic contrast to the real world's Harajuku Bridge, which is a narrow foot bridge above a set of train tracks.)

On the weekends, the Harajuku Bridge becomes the exclusive province of cosplayers and those in one of Black Japan's many, many street fashion subcultures- visual kei, Gothic Lolita, Princess Lolita, even retro rockabilly scenesters all gather here and make the bridge's span into an endless, improvised weekend long festival. Street performers and buskers gather, passing around the hat, and vendors of all sorts lay out their wares on spread out blankets or small *yatai* (pushcarts).

GAME RULE INFORMATION: HARAJUKU BRIDGE

From sunset on Friday afternoon to sunset on Sunday afternoon, the Harajuku Bridge becomes a half world place. These conditions do not apply at any other time, at least under normal circumstances….

- Illusion and Enchantment spells and effects have their base save DC increased by +2 during this time when cast in the area, and the duration of all Illusion effects are doubled, which stacks with the effect of the Extend Spell feat.
- Doujinishi characters gain Fast Healing equal to their CHA modifier (minimum Fast Healing 1) while in the area.
- Non-human creatures receive a +5 luck bonus on Disguise checks made to pass for human; they are automatically considered to be making Disguise checks during this time, in this area, at all times.
- A character who succeeds at a DC 40 Disguise check vanishes into thin air, reappearing in a large town or small city somewhere within the Tatakama. If they do not manage to return sooner, they (or their body and gear) return to the Earth Realm just as abruptly in 6d6 hours. They return to the Harajuku Bridge at sunset on the next Sunday.

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Harajuku's Fashion Boutiques					
D6	Boutique	The Style	The Staff	Occasional Occult Sales	Supernatural Contacts
1	Insanely intricate nail art and manicures	Darkness lit by spotlight displays	Hipper than thou, speaking incomprehensible subcultural slang	A handful of Ususama's Tampons and similar items behind the counter	Tons of Goryohime, hanging around casually
2	Ultra expensive casual clothes	Bright chrome and white marble	Gyaru who are enthusiastic about brining newcomers into their circle	Nothing at all	A single sales-girl just coming to terms with her supernatural heritage
3	High end men's and women's formal wear	Close, cramped and stereotypically feminine	Bright, fiercely competitive kids	A selection of magical lingerie and underarments each spring	An Ecchi Enchanter does commission work for high paying customers.
4	Exclusive jewelry	Crowded shelves filled with product	Spoiled rich girls that berate & shame the customers into spending more than they planned	Minor potions and oils sold during summer	A succubus (or something worse) shops here, and will not allow anyone to harm the staff. Other than her, of course.
5	Seductive club fashion	Laid out like a princess's private closet	All are beautiful in an understated way	Mystical jewelry sold by appointment only	One of the Imperial Family loves this shop.
6	Purses and accessories	Industrial chic	Mostly students form a nearby college	An occult vending machine on site or nearby	Nothing too obvious.

HIGH FASHION HARAJUKU

Harajuku is a shopping Mecca. High fashion boutiques, exclusive appointment-only fashion houses and elite accessory shops all pay unbelievable rents for the right to sell to Japan's wealthiest women in their natural habitat. If you need more shopping opportunities, roll 5D6 to create a unique experience.

TENNIN

Harajuku, Shibuya District, Tokyo

This high-end ladies fashion boutique is found in the heart of the Harajuku neighborhood- the commercial heart of teen fashion in Tokyo. The bright and noisy shop is filled with laughter and dance music, and is owned by **Tae Kago** (NG Female Goryohime Hentai Hero 3/Smart Hero 1) a former soldier for the **Ramat Sect** who quit in disgust when she realized how crazy ***Old Misashi*** really was.

Despite being officially 'off limits' the shop is very popular among the sect's Goryohime for more than just jeans and nail art. The Ramat Sect's armorer often sends girls here with signed letters of credit to acquire especially exotic weapons for missions. Tae keeps the weapons (and custom fitted combat leathers) in a double locked storeroom in the back.

PENNY CANDY LANE

Harajuku, Shibuya District, Tokyo

Known locally as 'Penny Candy Lane', this picaresque street is almost a lazy recreation of Old Edo. This winding, narrow alley is home to several confectioners, wedding cakeries and more general bakeries. Local chefs produce *Kami Pleasing Candy* and various first level potions cheaper and faster than anyone else in Black Japan, using pure skill, not a trace of magic. Some of the local alchemists allow visitors (usually just local kids, but they might make an exception for visiting adventurers, especially *gaijin*) to order a free first level potion on their birthday.

Penny Candy Lane is a center of modern alchemy in Japan- the local potion makers are lead by the brilliant and hyperactive **Yasu Nishimura** (N Male human Smart 8/Alchemist 1). Nishimura believes freverently in UFOs, the *Protocols of the Elders of Zion*, the Reptid Overlords, and hasn't ever met a fringe scientific theory he didn't immediately fall in love with. He independently rediscovered the 'science' of alchemy in his 20s, and holds over 350 patents, about 5 of which are actually useful, but all of which make him money.

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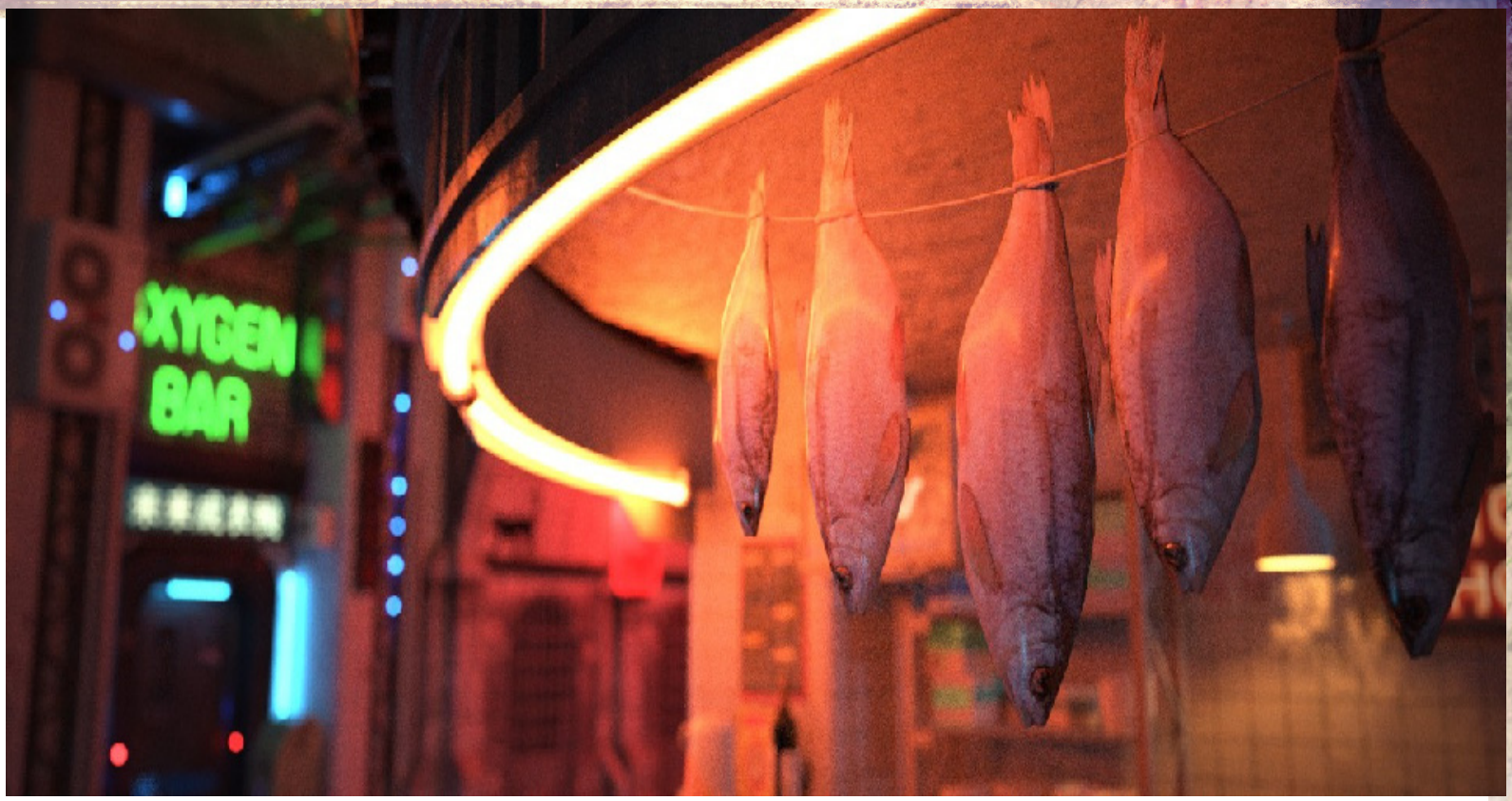

NIHON CRATE

This small, but growing business incorporated only a few months ago, and is doing pretty well, albeit in a very, very niche market. Nihon Crate targets the foreign otaku market, offering a huge shipping box full of a random assortment of Japanese snacks to anime fans, otaku and weeaboos as far away as North America or Europe. Nihon Crate started out as a bedroom operation, but whoever runs the operation has rented out a few neighboring apartments in his (or her) apartment complex to handle shipping and storage.

Nobody knows who runs Nihon Crate, as the owner never seems to open their door for anybody but the DHS delivery driver, and is always out when somebody else comes calling. There's speculation that he (or she) is an occultist, or at least has some decent occult ties, because seemingly one out of every 20 (?) crates shipped includes a very minor magical snack or potion. The random recipients of these strange magical items get far, far more than they bargained for their 2,500 yen/month snack subscription, often their first glimpse of the magical world.

YOYOGI PARK

Harajuku, Shibuya District, Tokyo

The huge homeless camps that ring Yoyogi Park are a far cry from the nightclubs and fashionable stores sprinkled throughout the rest of Harajuku, the hippest of all Tokyo's wards. These impromptu towns are well organized and surprisingly clean, but the tents are always filled to capacity as a consequence of both Japan's long recession and the long term schemes of the **Amakaze**.

The park's homeless adhere to a basic and roughly communistic code of conduct: everybody works, money is shared equally, disputes are mediated by respected members of the camp, violence and hard drugs are prohibited. The tent city's most senior resident, the one who wrote the rules, is a leathery old Chinese man who answers only to **Li** (NG male burakumin Akaname Commoner 14/ Rogue 2). Li has lived in Harajuku since the place was just called Edo, and knows every facet of life in Tokyo. He may be the city's best spymaster and information broker.

Li has made it clear that his camp will offer refuge to anyone fleeing the Amakaze, as well as providing a sanctuary for other supernatural beings. Several other Akaname, a few Tanuki and even a few Yurei all find shelter here- the Yurei provide muscle, as needed, to protect Li's tent city.

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Ura Harajuku's Magic Item Market		
Magical Item	Discount	Percentage chance of item failure
Consumable Items (potions, candies, oils, scrolls, ect) CL 1-3	Sells for 25% list price	50%
Consumable Items CL 4-5	Sells for 40% list price	65%
Wondrous Item	Sells for 30% list price	25% per use
Magical Armor	Sells for 25% list price	15% per encounter
Magical Weapons	Sells for 40% list price	15% per encounter

URA HARAJUKU

The **Ura Harajuku** semi-legal streetmarket that springs up nightly in alleys behind popular clubs and throughout Yoyogi Park. On a mundane level, the Ura Harajuku is a great place to find off convincing knock-offs of designer label purses and fashion, bootleg DVDs and CDs, untaxed booze, snacks, and energy drinks and other cultural emphera.

Black Tokyo's occultists know that Ura Harajuku is a great place to find bargains on potions, scrolls and minor wondrous items. These items are constructed by somewhat less than competent magical artisans, or the less honest ones. They sell cheap, but rarely work quite as promised. Good luck finding the same occult artisan twice- their stalls move around a lot, and they often deal through intermediaries because customer satisfaction is rarely high. There's a good chance whatever schlub sold you a cursed school uniform or mis-labeled potion is just some ignorant high school student earning a few thousand yen selling what he or she assumes is merely fanciful junk.

Minor magical items can be had very cheaply from the Ura Harajuku, but each time the item is used, roll at the beginning of the encounter to see if it fails. Once an item fails, it is destroyed and cannot be repaired. You obviously roll only once for consumable items, at the time the item is used. Items with a caster level higher than 5th cannot be found at the Ura Harajuku. Any permanent magical item sold at Ura Harajuku has a 5% chance of being cursed in some way- the curse doesn't end merely because the item falls apart, however.

MANSION INUGAMI

Shinjuku District, Tokyo

This small shop is nestled and half-forgotten between the mega-stores and skyscrapers of the busiest shopping district on the planet. The tiny, dusty building has stood unmolested since the Edo period, with only superficial changes to the outer façade over the centuries. A flashing green and red neon sign in the window is the latest addition, and that was added in 1962.

Mansion Inugami is both pet shop and slave market, a half-world place where Tokyo's ultra wealthy can purchase a Nekomusune bound-concubine, a properly trained Ningyou slave, commission a Harem Mage's artistic life-creation talents, or trade stolen children for new playthings. The shop's true owner is unknown, but an endless succession of elder *oni* can be found behind the counter, all of whom have taken the appearance of reserved old Japanese men, dressed in traditional kimonos.

Some, by their words and accent are not truly Japanese, though they know the language and culture very well. Many of these demons claim descent from an *oni* clan called **Armigeru**, and speak knowledgably about the Tatakama and even stranger places beyond the Earth Realm. Quiet and professional, these immortal slave traders will deal with anyone, assuming the price is right. Though they can be held to the letter of any agreement, they viciously twist the intent of the words. They claim it is traditional- after, any one willing to bargain with an *oni* should expect no less.

The old reptiles behind the counter do regular business with the Amakaze. The secret cabal is wealthy and influential enough to be worthy of the Mansion's attentions and respect. Unlike the businesslike aloofness the *oni* reserve for most customers, members of the Amakaze and their retainers are treated almost like equals. Though the storekeepers may be slightly higher in Hell's hierarchy, Mansion Inugami's owners gladly allow their tame humans to believe they are the masters, not the servants. **The Amakaze** make multi-billion *yen* purchases without a single coin changing hands. Instead, the Mansion trades favors with the elder oni, shifting parliamentary votes,

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rewriting laws and twisting Japanese culture in exchange for a glamorous new slave or one of the Tatakama's most famous lost relics.

THE DEVILS BEHIND THE COUNTER

Several elder….things…. sit behind the dusty front desk of Mansion Inugami. They never seem to rise from their seat, never raise their voice above a low and menacing croak, and have never been seen outside the Mansion's confines. However, the shopkeepers are respected and feared by Black Japan's most notorious and powerful demons and occultists. A few of the more regular shopkeepers include:

Eiji Armigeru: Obsessive and taciturn, Eiji spends his days drawing intricate anatomical diagrams of woman-chimera. He will not even look up at his clients as he sells them Living Toys and POETICA slaves purchased in bulk from the New Day Girl Factory at Matsuyama, in the Ehime province.

Kaiser Armigeru: Seemingly a portly Western man with intricate grey mustaches, Kaiser prefers to trade for the lives of mortal children. He deals in mystical weaponry, including incredible, enchanted firearms from the Weimar Republic, but always demands the sacrifice of at least one innocent boy as part of any bargain he makes.

Kota Armigeru: This oily, sullen man deals in fame. In exchange for horrible secrets and a year or more of degrading sexual service to the Amerigeru clan at the end of the bargain's period, he can make an ordinary person an idol singer or a minor Diet member.

Shun Armigeru: The morbidly obese Shun is the most violent of his clan, and is accompanied by a trio of Ironclub Oni bodyguards. A mere word from him, and his guardians will rip apart a prospective client. Shun's kimono is always stained faintly with old blood- he deals in assassination.

THE KABUKICHO

Shinjuku District, Tokyo

The **Kabukicho** is a chaotic and often violent red-light district, probably the largest in Tokyo, which puts it well into the running for largest on the planet. The crowded streets are lit with pink and blood red neon signage filled with discreet Japanese euphemisms for whore-houses and porn shops. Ten thousand dive bars line the alleys, accessed by steep, narrow staircases that lead up past obscure restaurants and perpetually closed businesses. It always seems to be twilight, verging on full night in the Kabukicho.

Logically, the shadows of the mega-corporate skyscrapers encircling the neighborhood account for the ever-present darkness, but those in the know whisper that reality's

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Kabukicho's Yakuza Gangs					
D6	Descriptor	Totem	Most Horrible Act of "Protection"	The Gang's Mortal Enemy	Interactions with Kabukicho's Mortals
1	Black/ Crimson	Angel/ Kami	Has an active bounty on the clitoris of a female *Gaki* hunting here	A rival Yakuza clan whose oyabun lost his recently-created Goryohime daughter to unprovoked 'street justice'	Runs brutal protection rackets on the gay nightclubs in Shinjuku Ni-Chrome
2	Gutted/ Flayed	Heroes/ Immortals	37 Yakuza with semi-auto pistols took out a rogue *Skinless Yakuza*	Killed the favorite "pet" of a minor Amakaze, and doesn't know who is now carving up its members, nor why	Spiked drink scams, blackmail and other low-bottom crimes in one of the whorehouses
3	Terrible/ Horrid	Men/ Soldier	Gutted an *H-Child* and left the corpse hanging from an office building, nobody knows if they realized what she really was or not	For every single *Gaki* it slaughters, three more incarnate on the same night, hunting gang members	On the Tokyo MPD radar after a stray bullet hit a civilian, under constant police surveillance
4	Greedy/ Hungry	Fog/ Mist	Pay off the *Amakaze* to keep their little corner of Hell relatively safe	*The Dofoku* is in the neighborhood and she wants to play	Beloved neighborhood heroes who can do the impossible
5	Silent/ Quiet	Bone/ Guts	Burns any undead entering their turf with or without provocation	One of Tokyo's cannibal restaurants has a bounty out on the gang after the Yakuza inadvertently crossed the demonic chef	Recruits military trained badasses discharged from the JSDF
6	Howling/ Roaring	Sword/ Arrow	Turns neighborhood chikan and rapists over to the Sisterhood for execution	Roll twice. The gang will be extinct by the next time the cherry blossoms bloom.	Good relationship with the local cops, trades info when necessary and helps the cops with obviously supernatural cases

growing thin in Kabukicho, and the place is slipping farther and farther into the Tatakama with each passing year.

After full darkness falls, Kabukicho becomes a very dangerous place. Many of Black Tokyo's most dangerous and unnatural predators prowl the maze of alleys. **Gaki** are dangerously common here, and every few months, a new **Snapping Maw Woman** emerges to devour the ovaries of the neighborhood whores. The police only come into Kabukicho in numbers, and armed-up; as a result, the local Yakuza have extraordinary experience in battling demons. Here, the Yakuza are almost the protectors of the underclass they were during the samurai era. Almost.

KUBUKICHO'S YAKUZA GANGSTERS

Kabukicho isn't home to a single Yakuza gang that controls everything. Instead, the red-light district is a chaotic and rapidly shifting patchwork of competing gang territories. The gangs are fairly careful of civilians, and if they go to war, knives and pistols up against the back of the neck are more common than spray and pray semi-auto. The only time the local Yakuza band together are temporary alliances of desperation, when a particularly vile supernatural predator emerges and starts to hunt….

To rapidly assemble one of Kabukicho's embattled Yakuza gangs, roll 5D6 and see what you get. You can mix and match the results with other Yakuza builder charts elsewhere in this sourcebook; this builder chart is horror-based, rather than crime-based and should give different results than the Yakuza operating in Fukuoka. The gamemaster can change the phrasing of the descriptor + totem columns as desired to come up with a vaguely intimidating "engrish-flavored" clan name.

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SHINJUKU NI-CHROME

Kabukicho, Shinjjuku District, Tokyo

The **Shinjuku Ni-Chrome** neighborhood within Kabukicho is the center of Tokyo's gay community, a motley stew of gay bars, night clubs, fashion shops and restaurants catering to a queer crowd. Shinjuku Ni-Chrome is a popular destination for LGBT tourists from around the planet, come to see what queer life in Japan is like.

SHINJUKU'S LEATHER CLONES

Shinjuku Ni-Chrome can be a good insertion point for Japanese-born, Leather Clone heroes *(Heavy Races).* Unlike the Leather Clones of Heavy Future, who are products of advanced genetic engineering and cloning technology, Japan's Leather Clones are products of ambient sorcery. Certain *bara*- virile and boisterous gay men- are imbued with natural power and purpose by Black Japan's energy flows. Japan's Leather Clones are concentrated firmly in and around Shinjuku Ni-Chrome, and protect Kabukicho's people from not only the Yakuza, but intolerant cops, and worst of all, the demons that stalk the shadows.

Probably the most respected of Shinjuku Ni-Chrome's *baras* is **Ichiro Joubu** (LG male Leather Clone Dedicated 10) who's been fighting for his people since the 80s. Joubu was one of Tokyo's first AIDS activists, and helped establish some of the free clinics carrying for the neighborhood's poor. Though he's got an ironclad code of personal honor, Joubu is perfectly willing to work with neighborhood Yakuza it if will keep Shinjuku Ni-Chrome safe.

DRINKING IN SHINJUKU NI-CHROME

Most of Shinjuku Ni-Chrome's gay bars are tiny holes-in-the-wall, with the biggest barely able to hold a dozen patrons at once. But there are a lot of them; there's a plethora of more than 300 gay bars and clubs to choose from within a few cramped blocks. Hyper-specialization is the name of the game: want to drink with the butchest lesbians, or the most femme? Prefer burly bara or slender 20-somethings? Like foreigners, salarimen

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Shinjuku Ni-Chrome's Gay Bars						
	Bar Name I	Bar Name II	Type of Clientelle	The Bar's Famous For…	The Bar's Mundane Problems	Supernatural Involvement
1	Bar/ Club	Tissue/ Skin	Mostly gay working class men	A sexy Doujinishi bartender who works weekends	One of the local Yakuza is raising its protection rates dramatically	You can learn *Phallic Spear* or *Vaginal Prison* feats here, depending on the gender of the clientele
2	Back/ Rear		Exclusively lesbian bar	Cheap drinks, good food, rockin' music	Local vice cops are harassing bars and patrons around here	A Sisterhood cell trains out of the back once a week, perfectly happy to teach women or gay men to fight
3	Tumble/ Toss	Cuddle/ Grope	Wealthy gay men	Local celebrities, both gay and otherwise, hang out here	No major problems	Nothing major
4	Pride/ Love	Fetish/ Kink	Mixed crowds, tourist friendly	Legendary weekend and holiday drag shows	Some Yakuza are dealing out of the club, whether or not the owners approve	A *torii* to the Black Else opened in the store room once, several years ago, and everybody in the bar that night died in agony
5	Chrome/ Rainbow	Misunder-standings/ Confusion	Young party crowd	Gay hook-up spot dating back to the 60s or 70s	The owner's been pillaging the safe and is about to leave the staff hanging	A handful of queer Ecchi Enchanters trade magic items related to sexuality and gender fluidity in the back booths
6	Soft/ Fresh	Stallion/ Champion	Attracts tourists looking for anonymous sex	Hip gallery for local artists	Redevelopment is about to force the bar out and push gentrification in	One of the supernatural races (Kami, Akaname, ect) loves the place and is almost commonplace in and around the bar

or college students? Just find the right door and you'll find something to your taste. Most of the local bars depend on repeat business, and are as much families as drinking establishments.

Outsiders and foreigners might get rudely turned away at the door, or at least overcharged on the cover, if they don't fit the bar's fashion. Most of the bars offer 'bottle keep' services for regulars: bring your favorite liquor and they'll keep it behind the bar for you and only you when you come in for the night.

One of the oldest gay bars in the district has been open since the early 1950s, though its changed owners a dozen times since then. **Thunder Men** is large as Shinjuku gay clubs go- able to seat as many as 30 or 40 men on a good night, with a rolling front security door that can open to the alley on nights when the weather is pleasant. The place is men-only, and caters to a butch, hyper-masculine crowd. Hard rock and metal blares from the speakers. Leather Clones are fairly common here, and **Mr. Joubu** owns a minority stake in the bar.

If you want to rapidly populate Shinjuku Ni-Chrome with other gay bars, you can roll 6D6 and quickly come up with a bar with a unique place in Tokyo's ongoing story. You can mix up the bar name columns as desired to come up with something suitably *engrish.*

THE IMPERIAL PALACE

Chiyoda District, Tokyo

The Emperor and his immediate family reside in a sprawling palace complex at the heart of Tokyo. Once the palace was merely Edo Castle, but over the centuries, it has been expanded, time and again, hidden away behind high stone walls, interlacing mazes of moats and gardens. The Imperial Palace is beautifully landscaped, with long rows of ancient cherry trees flanking most walkways. What's less obvious to most visitors is the fact that the gardens and trees were planted with a particularly tactical design- placed to provide cover and concealment to defenders within the Palace in the event of a siege.

The Imperial Family in residence is well protected by **Chrysanthemum Seven** as well as **Police Section Seven** and a small **Kiss Team** that patrols the streets around the palace in instantly recognizable police SUVs with navy

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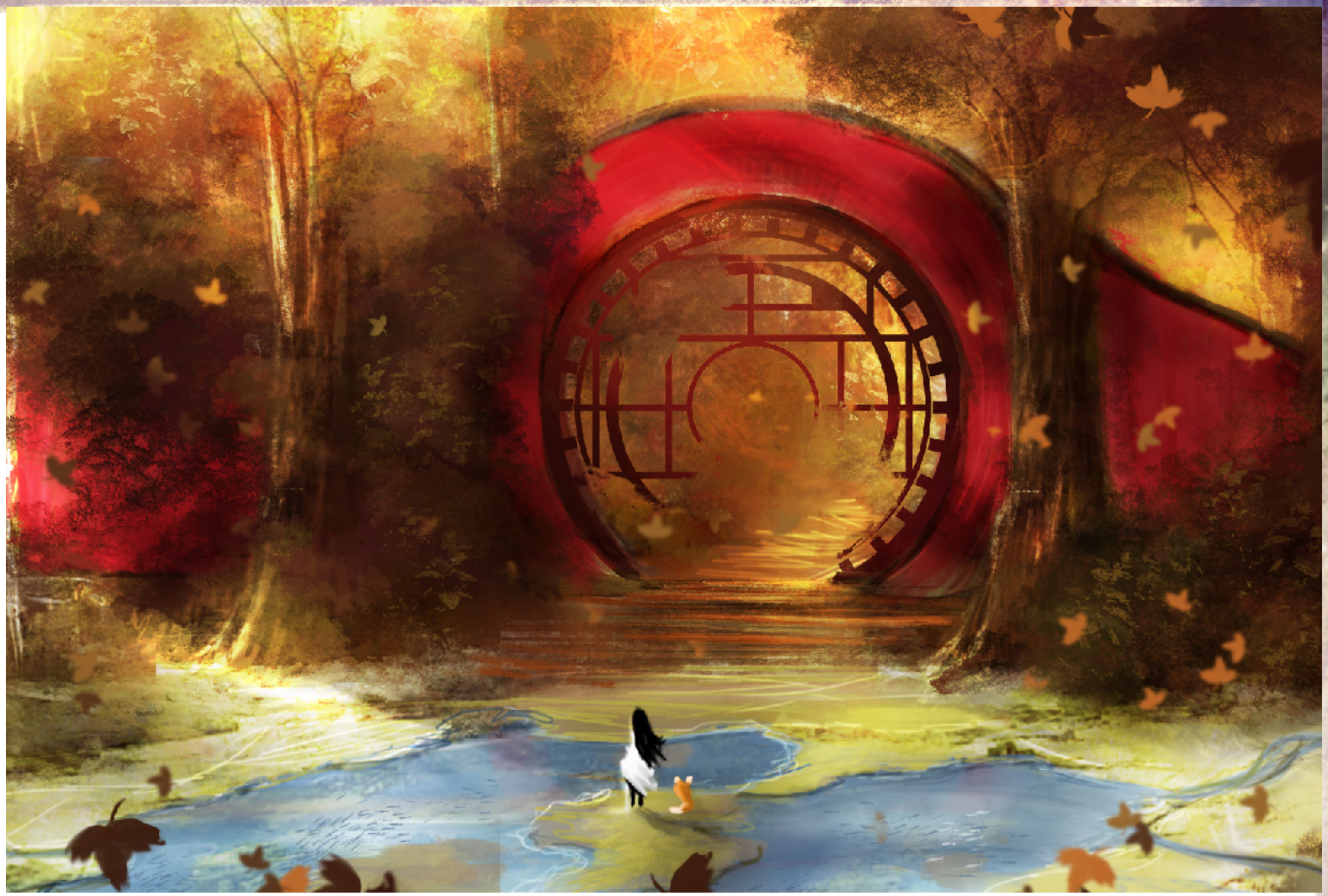

blue paintjob and a distinct golden chrysanthemum motif on the hood. Mystical wards, nearly identical to those that protect the Embassy Housing area in Roppongi District, give additional security to the palace and its residents. Except for daily guided tours through the non-secure areas of the palace, the general public is not allowed on palace grounds. The Imperial Family makes public appearances each January 2 and December 23, as well as smaller, unplanned appearances sporadically throughout the year.

CHRYSANTHEMUM VAULTS

Some of the greatest treasures of Japan, the ***Imperial Jewels*** and ***Imperial Mirror***, are housed beneath the Imperial Palace, along with a host of lesser artifacts of historic and cultural significance. The vaults beneath the palace are ancient and massive, dating back to the late 19th century- mystically warded steel walls and hinged vault door weighing more than 2 tons, ten inches thick.

The Chrysanthemum Vault is the responsibility of **Superintendent Shin Inari** (LN male Imperial Family Kitsune Warrior 13), who has served with the Tokyo Police force since 1877, and the only reason he isn't higher in rank is his distinct lack of concern for politics. He's held this position since the end of the Vietnam War. Though officially not in over-all charge of the Imperial Household's security, Superintendent Inari's experience is valuable, and he's listened to quite closely by the security squad.

THE IMPERIAL FAMILY OF JAPAN

Japan changes slowly, but it does change.

With the birth of *HIH Aiko, Princess Toshi*, in 2001, Japan's legislature began seriously considering rewriting the national constitution to allow for an Empress for the first time in centuries. Faced with a plummeting birth rate, Japan has become suddenly more respectful of women in the workforce, doing everything in its national power to assure women that they can be both worker and mother. And despite all this, oni and human violators prey on women, and the old paths to power remain closed. For all its supposed change, Black Tokyo's women are still livestock, butchered in Rappongi *oni-bars*, sold at the Mansion Inugami in harem-lots, even forced into subservient, secondary roles in the very Police Section Seven kill-squads detailed to protect Japan from the Black Else.

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But everything is changing.

Wishing a finer world for her daughter, *Crown Princess Masako* (LG female Imperial Family Human Aristocrat 11) funds groups of true heroes, willing to fight to protect Japan and its citizens, man and woman alike. The Japanese Constitution contains secret amendments, unseen by the international community and unknown even to most Japanese. While the Imperial Family's political and military powers were excised with Japan's surrender, the mystical authority of the Imperial bloodline has never waned. Japan's ruling family, even its youngest member, are tasked with the protection of their nation and people, even as their ancestors have been for millennia, back to the rule of *Amaterasu* herself.

Though unheralded, many of Japan's most skilled defenders are modern samurai of the Imperial bloodline. Though diluted in blood, and often unrecognized by modern Japan's constitution, these men and women are nonetheless called to fight against the Black Else. Through her functionaries, Crown Princess Masako ensures funding, equipment and lore finds its way to these heroes, in hopes of keeping them alive and uncorrupted. Using her military connections, Masako has initiated the *Assault Witch program*, offering Chrysanthemum Seven a new defense against the demons it hunts. The Assault Witches are just one of many similar programs, begun in the name of a child-princess, in hopes of protecting other children.

Crown Princes Masako rarely interacts directly with the groups she funds through the *Imperial Household Agency.* Her most trusted functionary, a slender man named *Seto Ajari.* Despite the fact that everyone who meets Ajari (LG male imperial family Human Aristocrat 13) comments on his deep resemblance to the fictional droid C-3P0 sooner or later, Ajari is a quietly patriotic and dedicated man who loyally carries out his duties. Ajari assists dozens of independent cells of demon hunters, hurrying from meeting to meeting with vital intelligence and mission information.

JAPAN'S PRINCESS

Aiko, Princess Toshi is a young woman in the spring of 2019, just beginning the heroic career her mother sought for her, and that she hopes she really wants for herself. Adventurers might cross paths with the Princess and her retinue in the course of their exploits, or might be called to pull off a desperate rescue if the young adventurer gets in over her head.

What can Aiko, Princess Toshi do in battle? What heroic role will she play? That's up to you. Some suggestions:

- Aiko is a freshmen student at *Clovers University* or *Oyari Musical Academy*, just beginning to explore her magical potential. (Use the Little Witch stat-block.)

- Aiko is a spoiled brat who likes using her magical potential for her own ends, and makes trouble for the Imperial Family by doing cut-rate enchantments for her wastrel friends. (Use the Ecchi Enchanter stat-block.)

- Aiko is a rookie member of *Misawa's 105th JOG*, and takes to the skies in gilded jet turbine boots as the newest member of an assault witch squad, callsign Princess Canary. (Use the Assault Witch stat-block.)

- Aiko flies a custom fitted, multi-billion yen suit of powered armor as a lone agent of her mother's political agenda. (Use the Eyrines Night Sparrow stat-block, with +0 BAB to represent the Princess' relative inexperience.)

- Aiko has been corrupted by Hell's influence, and has become a vile horror become her mother's imagining. Though she plays the dutiful, socially-conscious daughter when she must, she's pure fucking evil, and has made promises to the Amakaze about her plans for the Chrysanthemum Throne. (Use the Lolivore stat-block.)

YASUKUNI SHRINE

Chiyoda District, Tokyo

The Yasukuni Shrine, in Chiyoda, is sacred to the memory of Japan's war dead. The Yasukuni Shrineis despised by the international community due to its enshrinement of the souls of some of the worst war criminals of WWII, as well as flesh trophies – noses and ears – taken from the bodies of fallen Chinese and Korean soldiers. The place has become a political lightning rod. Every time a Diet Member or Japanese politico visits, they gain votes from the country's ultra-right wing faction, but stir up old grievances dating back to WWII and before, irritating the country's pacifist side.

The square surrounding the black-walled shrine is always crowded with jet-black loudspeaker trucks blaring propaganda and flying Rising Sun flags from their roof-racks. Across the square, the **Yushukan War Memorial Museum** teaches a right-wing approved history of the Pacific War. The **Onyx Wind Yakuza** and some of Tokyo's nastiest Yakuza gangs fund the sound-trucks and underwrite the museum, and occasionally a **Yakuza of Foul Blood** or similar supernormal horror can be found near the Shrine, protecting the sound-trucks or harassing Chinese-born tourists.

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During the war, a cadre of monks and master swordsmiths gathered at the Yasukuni Shrine to forge gunto (military swords) for Imperial Army officers. The best of these swords were enchanted to be especially lethal against American soldiers. Secret codicils of the articles of surrender required all such blades to be turned over to **Gen. Fulgrim** for destruction, but several (possibly as many as one hundred) of these blades disappeared from documented history. Some of the blades are still in the hands of the same right-wing bastards blaring propaganda and race hatred from the ever-present sound-trucks, or have fallen into the hands of the *Onyx Wind.*

THE WING NEST

The monks have completely abandoned the top four three floors of the Shrine's pagoda. The walls there have been overgrown with black bio-metals, and the abandoned chamber has become a cavernous womb-foundry. A single ***Abyss Fairy Ring*** gestates within, floating within the exact center of the gutted space. It is guarded by a pair of ***Abyss Witches*** that are more intelligent than the norm for the species. These twin Abyss Witches are willing and capable of negotiation with humans. The pair (which always speaks in perfect unison, even when separated by hundreds of kilometers) have traded sanctuary with the Yasukuni monks in exchange for the loan of lesser Abyss to various Yakuza and nationalistic groups.

The Abyss Witches have launched assaults on the Shrine's political enemies, and are manipulating war-mongering voices in the Diet to vastly increase Japan's military budget. For some reason, the Abyss Witches seem to want the very Assault Squadrons that hunt their kind to be reinforced and blessed with a higher budget.

TOKYO METROPOLITAN POLICE MORGUE

Chiyoda District, Tokyo

One of the largest and best equipped forensics laboratories on the planet serves one of the planet's largest and most dangerous cities. This massive, silver-walled morgue occupies three subbasement levels beneath the Tokyo MPD headquarters, and is a blend of ancient Buddhist wards against the undead and modern forensic science. Each door in the facility can be independently sealed airtight, and each airlock door is etched with Buddhist *sutras,* protecting

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against hungry ghosts. Well lit and ultramodern, the Tokyo MPD Morgue is never the less a half-world place.

Scattered among the purely mortal staffers like drops of blood splattered over rice, a small cadre of well-educated Ghostkiss Investigators use old techniques to solve the crimes that modern science cannot. The morgue accepts supernatural cases from less well-equipped police forces throughout Japan and occasionally takes on a case from outside Japan. In the past, the morgue's forensic necromancers have aided China with a hopping vampire infestation, tracked rogue kappa to Seoul, and helped the Pilipino police force in dealing with a particularly deadly *aswang*.

THE CRUEL TABLE

The Cruel Table is an especially unlucky, perhaps divinely cursed, stainless steel morgue table that was moved into the Tokyo MPD Morgue around the turn of the millennium. It is kept concealed under a white plastic sheet in a disused exam room on the lowest subbasement level. Rumors abound- most of the staff claim that the steel was recycled from a melted down Inquisition rack, and that's as good as an explanation as any.

In game terms, if the Cruel Table is used to autopsy a body, it provides a +2d10 profane bonus on Heal or Perception checks made during the autopsy. However, there is a percentile chance equal to the bonus provided that within the next 24 hours, a random child, somewhere within Tokyo's borders, will die by accident or violence.

If this occurs, the child's body will seal immediately as a surgical incision is made- the wounds will only remain open if the child is autopsied on the Cruel Table, which seems to drink its congealed blood with an almost palpable pleasure. Over the years, Black Japan's exorcists have discovered that the unwittingly sacrificed child's body will not decay, nor can its soul be raised, nor reenter the wheel of karma, until it is autopsied on the Cruel Table.

ELECTRIC TOWN

Akihabara, Chiyoda District, Tokyo

The center of the Akihabara District is an endless neon party, some of the best and most densely crowded shopping in Tokyo. Electric Town is a mecca for otaku, gamers and gadget-freaks of all kinds. Video game megacorps like Sega and Taito have gleaming office buildings here, their outer facades lit with flashy neon. Media giants are headquartered here, setting fashion trends for the entirety of the world. Massive electronics stores sell everything from personal computers to cameras to televisions to appliances and toys- the largest are nine or ten story behemoths with square footage larger than most of Japan's rural villages. Anime and manga shops, book stores, music and DVD stores, bars, restaurants and maid cafes are found on every single corner, ten to a block at least.

And there are alleys you never want to walk down, leading to places where high tech meets horror.

GENERALITIES ABOUT ELECTRIC TOWN

What's life like in Electric Town?
Take what's true about Tokyo and turn it up past 11, and that's life in Electric Town.

ANIME

You will see anime artwork and signage everywhere you go in Electric Town. Even stores not specifically targeting the otaku market, like restaurants and local grocery stores, will have large, bright anime posters, window clings or scrolls and cardboard standees to attract customers. There are *gashapon* (cheap toy) vending machines outside most businesses, right near the entryway, regardless of what the store sells.

JAPANESE ONLY

Several bars and restaurants throughout Tokyo's entertainment districts are barred to foreigners, either because some drunk American caused trouble in the past or just out of old fashioned prejudice. These closed businesses are usually announced by a bronze plaque on the entryway, usually written in mangled, pidgin English announcing they accept only Japanese guests.

PEDESTRIAN SCRAMBLES

Many of the intersections scattered throughout Electric Town are designed as 'pedestrian scrambles'. Every so often, the crossing lights stop all incoming traffic, allowing pedestrians to walk freely between the intersection. Crowds are dense, fast moving and an ideal place for pickpockets to ply their trade. Many streets (in Akihabara and Harajuku especially) are closed entirely on Sundays and holidays

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Akihabara Shops					
D6	Akihabara Business	How Naked Are the Advertisements?	The Clientele	What's Unusual About This Place?	Any Supernatural Aspects?
1	Convenience Store	Chaste, cute magical girls or sci-fi warriors	Lots of pre-teens and younger teens	Nothing really, its pretty much normal.	Nothing supernatural.
2	Video Game Arcade or Pachinko Parlor	Busty maids and cosplay characters	College age or older otaku, freeter and NEETs	There's a crowded bar where Yakuza or other scumbags hang out on the floor above.	A semi-stable torii to the Tatakama is found in the stockroom, opens sporadically during one season
3	Book Off, Game Off or Toy Off (used book/ game/figure store)	Naked anime girls with breasts and pussy covered by props or limbs	Working class folks after closing time or on their breaks	Staff are familiar with one of the common supernatural races and offer discounts to them.	People have died or been raped here in extraordinarily horrific numbers
4	Bar or café	Explicit photographs of live action AV stars	Lots of American military and tourists	Insane security and surveillance set up	A family of Tanuki or Kitsune run the place
5	New game or bookstore	Seductive yaoi boys in a shirtless embrace	Gyaru and fashionable young girls	Much cheaper or much more expensive than similar businesses nearby	The owner or manager has abandoned the place after discovering his or her supernatural talents
6	Electronic/ computer or gadget store	Openly and fully animated porno with only tiny pixel mosaics offering the pretense of modesty	Cosplay enthusiasts in full regalia	Pickpockets work the crowds here on weekends or busy days	Nothing supernatural.

to create 'pedestrian heavens'. During this time, crowds throng, especially cosplayers, anxious to show off their latest creations. The street becomes an impromptu street fair. After a particularly notorious spree killing in 2008, the practice was temporarily suspended, and only renewed with restrictions. Nowadays, Tokyo police officers keep the crowds moving, not allowing large groups to congregate for long, in hopes of preventing a repeat of the mass murder.

SHOPS AND BUSINESSES

If you need a quick business for the player characters to duck into, roll 5D6 and see what you can come up with. These quick roll businesses help you capture a bit of the flavor of Akihabara. Most of these charts have supernatural involvement in the last two columns. Obviously, even in Black Tokyo, not every store front has an occult tie. If you don't want supernatural aspects to a random location, just roll 3D6 or 4D6 instead.

SEX STORES

Electric Town is home to thousands of adults-only stores and boutiques, porn shops. Most manga and entertainment shops have whole floors dedicated to adult entertainment, from ever more imaginative *ona-holes* and pixilated live-action DVDs to explicit doujinishi, but there are plenty of stand-alone ecchi shops. Need one of these small shops? Roll 5d6 and see what you get.

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Akihabara's Sex Stores					
D6	Sexual Specialty	Store Staff	The Store's Extras	The Store's Problems	The Store's Unknown Benefactor
1	Live action DVDs and sex toys	Bored, drab people just doing a job	Frequent in store appearances and signings by AV idols	Some otaku spree killer bought his porn here and the place is notorious & scapegoated now	A carnal kami who just wants mortals to enjoy sex
2	H-games, eroge and visual novels	Sexy, college age otaku in elaborate cosplay or high fashion	The unquestioned master of a particular niche fetish	A Diet member goes there for hookups and the tabloids just found out	A minor Amakaze underling, scheming to increase his power
3	H-anime and manga	Free Nekos or POETICA	Message boards and forum with ties to the ecchi occult world	A Diet member has launched a one man moral crusade to crush this store in particular	No protector.
4	"cast off" nude or erotic figures & statues	Surprisingly hip, non-judgmental and sex positive old people	Free condoms and other safe sex items by the entrance	Yakuza are extorting protection and blackmailing customers	A Kitsune feminist who keeps to the shadows
5	Yaoi, yuri, newhalf and other gender bending stuff	A young and very kinky married couple	Active in POETICA and Neko freedom orgs	A sexual predator (human or supernatural) is targeting the store's customers	A NEET with inherited wealth who is basically an inexhaustible bankroll for the store
6	All of the above	Fans, self producing their own ero masterpieces	Gay friendly and inclusive	Nothing major.	The community in general, who have benefited from the store's presence

SMOKING

Japan does not share America's distaste for smoking in public places. Virtually every bar, restaurant and club in Tokyo is wreathed in a constant and fragrant cloud of cigarette smoke. Most of the arcades and virtually all the pachinko parlors allow smoking, and if a business is smoke free that's enough of an oddity that the fact is prominently advertised.

THE AKIBA FOUNDRY

Akihabara, Chiyoda District, Tokyo

Back in the 1980s, the blocky, four story building that would become the Akiba Foundry was a video cassette manufacturer. After the economic bubble of the 1990s collapsed, the building was abandoned, and eventually bought out by a coalition of occult artisans. Nowdays, the Akiba Foundry is at the forefront of industrialized, production line magic; its staff of highly competent wage-mages specialize in electrical and evocation magic.

A huge, blinking neon sign crackles with electricity, casting noon-day light over the neighborhood even at midnight. In addition to magical artifacts (which it sells primarily due to word of mouth in the occult underground), the Akiba Foundry is known for its anime toys, remote controlled transformable mecha about 12 inches tall, and garish, light up toy swords. Akiba Foundry toys are a popular tourist export, and the factory offers daily tours of the production floor. By the way, if the batteries installed in these cheap toys ever run out of charge, nobody's seen it yet.

The Akiba Foundry was founded by a handsome, bishonen young spellcaster with the obvious pseudonym **Jiro Raiden** (N male Human (?) Evoker 14). Jiro Raiden prefers to hide in plain sight, and casts spells openly in Akihabara. He's such a boisterous, chronically deceptive loudmouth, given to such outrageous boasts nobody's sure where truth begins and lies end. According to him, he's either the bastard son of the Shinto thundergod himself, or at least the unclaimed, unwanted spawn of one of the richest and most influential Amakaze. Maybe he's a dragon in human form. Or Ameretsu's high school sweetheart. Maybe not. Whatever the truth, he was born in Akihabara, knows it's every alleyway like a lover, and has never been more than five miles outside Tokyo in his entire life.

Jiro Raiden might have started the company, but it's run along fairly democratic lines, with the other senior partners voting on important Foundry issues. Even newly hired

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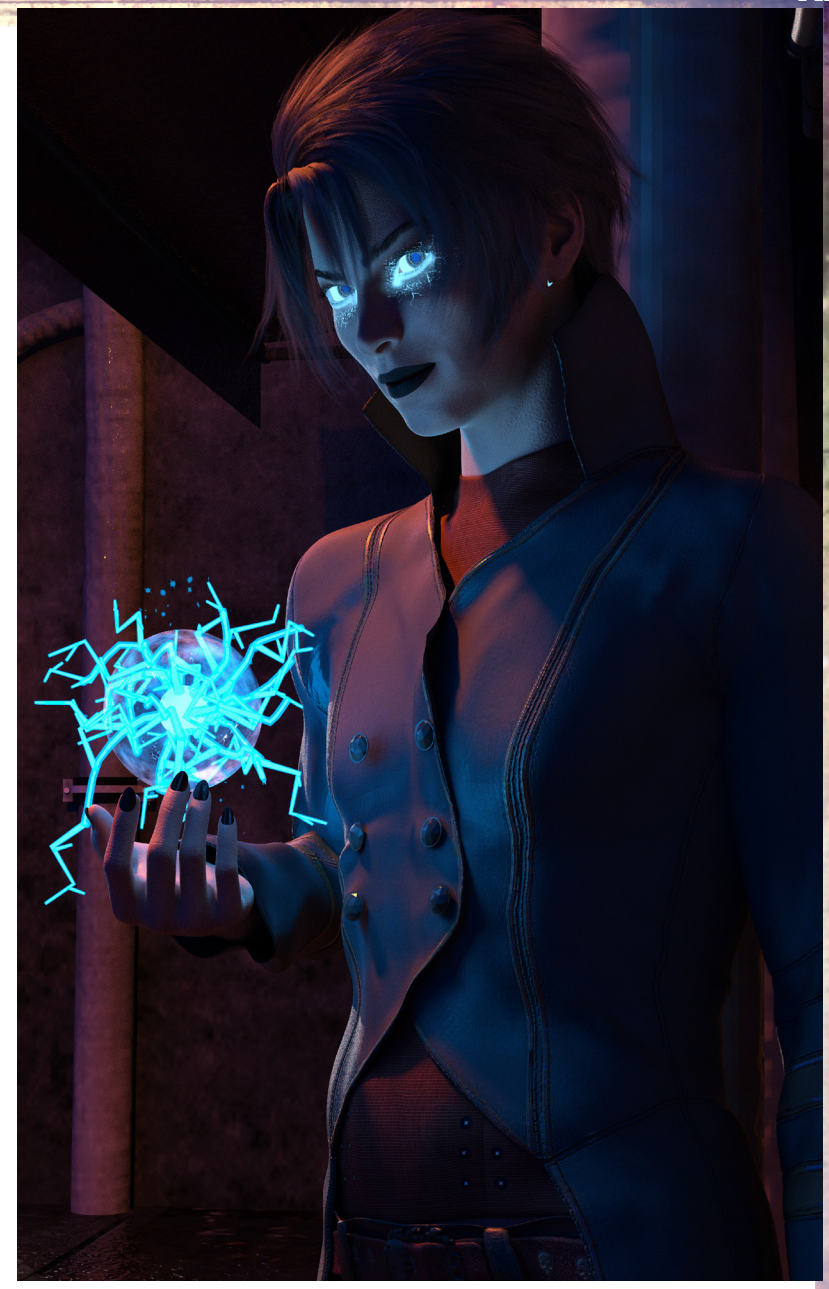
casters get a voice in company decisions. The other senior staffers include:

Shin Komai (LN male Kami Evoker 9), incarnate spirit of electricity and progress and Jiro's longest-term boyfriend, though neither stays faithful to the other for long. The relationship is messy in the extreme and their drama can shut down production for weeks at a time, until another staffer manages to patch things up.

Riho Sayashi (LN female Human otaku Expert 4/Transmuter 3/Innocent 1) is a reclusive shut in; somebody has to literally drag her from home on the days they have to actually enchant something. Riho works from home the rest of the time- she's the one who designs the toy robots the factory produces, and takes more enjoyment drafting robot designs than she does casting spells. She's more proud of her otaku street cred than she is of her magic. Riho **earned** the fan acclaim for her revolutionary mecha designs – somebody just **gave** her magick.

Masaru Hashimoto (CN male Human Evoker 5) is a relatively junior member of the partnership, and a troublemaker. He's broken up Shin and Jiro more than once, more out of jealousy and in-office power mongering than love or lust. The guy's a petty, vindictive pain in the ass, but a damn fine enchanter and something of a genius; he's designed many of the company's latest techno-magical production processes.



ANNIX!

Akihabara, Chiyoda District, Tokyo

Annix! is an eight-story monolith selling anime and manga. The building is a sleek glass spire shaped roughly like a stylized katana, glazed in neon. It also includes two floors of wireless and manga cafes. Local kids can rent computers or drawing tables, or cheaply print their *dojinishi* here and sell them on a floor above for very reasonable hourly rates.

The whole point of Annix! Seems to be the creation of **Doujinishi**- both the hand printed and often erotic comics and the magical species that took the same name. Huge video screens mounted at various places along the Annix! tower's height, playing close ups of the art being created on the drafting tables inside, as the artists work. Passer by can look up to watch new Doujinishi being born in storms of magical fire and graphite (though most people only see anime playing on the screens).

The Annixers are an unruly, fractious collection of Harem Mages, enchanters, illusionists and Summoners who learned the arts here in the heart of Tokyo. Most are *Doujinishi* themselves, and a few others are *Kami* of creativity or craft. Collectively, they run the Annix! and train apprentices when they feel like it.

The most senior Annixer never leaves the building. **Penloe** (LG female POETICA Harem Mage 4) is probably Japan's staunchest advocate for POETICA rights. Though keenly intelligent and utterly committed to winning freedom for POETICA, she is also justifiably paranoid, terrified that someone- maybe her former master, maybe someone worse- will enslave her again if she's caught outside. She'd die before becoming a slave and carries a hidden blade for that reason.

Despite, or perhaps because of, her quest for android rights, Penloe has no great love for Tokyo's *Nekomusume*. These days, it's fashionable to be pro-Neko freedom, but nobody

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Akihabara's Anime and Game Studios					
D6	Media	The Chief Creator in the Studio…	The Studio's Other Staffers	Their latest release	Supernatural Involvement
1	Doujin manga	Is clinically depressed and taking the business down with him/her	All were fired or downsized from a larger studio	Got laughed out of the marketplace	Studio has heralded the birth of dozens of Doujinishi
2	Independent music	A talented amateur with no idea who to run the business	Are insanely competitive with one another	Earned them major hatred on Japanese blogs & internet sites for some reason	Nothing major
3	Television anime	Is like cat-nip for supernatural beings	Have a casual hook-up culture	Sparked some kind of major political controversy	Studio is a great place to learn Illusion and Harem Mage magic
4	Eroge computer games	Has been publishing since his/her late teens	Haven't been paid in weeks and are getting pissy	Got the artists investigated for pushing the definition of child pornography	Studio is revealing major Amakaze secrets in barely fictionalized form
5	OVA animation	Recently lost their impressive collection in a fire/disaster	Are the least sexy people in the world	Became a major hit- you'll see related ads & images everywhere for months	A favorite artist recently committed suicide and rose again as Goryohime
6	Hobby magazine	Is deep, deep into debt	Are insanely gung-ho and optimistic	Was plagued by problems and distribution disasters	A nest of Panty Fairies calls the building home

Akihabara's Arcades					
D6	Most of the machines	Other attractions	Arcade's Layout	The Crowd	The Weirdness
1	Rhythm and dance games	UFO Catchers (claw machines in US parlance)	An awesome 2-3 story space with lots of machines	Intense gamers who work the machines like it's an actual profession and aren't conversational	The Goddess Benten games here from time to time and challenges anybody with yen to spare
2	Impressive, immersive mecha-sims with full cockpits	Purikura (Print club) photobooths	A shoebox space wedged between bars or other arcades	Highschool and junior college kids	Nothing too weird
3	2D and 2.5D fighting games (the really, really hard ones)	Sells blind-boxed figures and lots of gashapon/toy vending machines	Décor and employee uniforms are themed to recall a hot anime or game	Lots of squealing, squirming pre-teens	Failed Goryohime, who didn't rise, leave messages for their living left behind on the machines' screens
4	Kids puzzle and platform games	Decent snackfood restaurant	An elegant, high tech space built into a bar or club	Cosplayers and Akihabara's urban cliques	An Akaname has wired up all the bathrooms for video
5	Pachinko and video slots	Open till 6 AM when the trains start running again	Located very conveniently near a train station, school, or shopping center	Lots of tourists and Americans	Objects spontaneously animate in the surrounding neighborhood
6	Everythin'	Internet cafe	Looks like nothing except the games themselves has changed since 1990	A lot more occultists and supernatural beings than the mortal customers realize	The occasional customer goes missing, thanks to a local haunt

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seems to care about the plight of androids…. Even the liberal bloggers running pro-Neko stories usually have a POETICA love slave to cuddle up to at home.

OTHER ANIME AND GAME STUDIOS

Several of the biggest names in anime, manga and computer gaming have their corporate headquarters in Akihabara or Rappongi. So do a whole bunch of smaller studios, ranging from mid-sized operations with one or two dozen employees to a one or two person studio cranking out hand-stapled doujins or smartphone apps.

ARCADE FRIEND

Akihabara, Chiyoda District, Tokyo

Arcade Friend is a huge gaming facility- its six stories are each dedicated to a single genre of video gaming. The top floor is given over entirely to dance and rhythm games and the floor's legions of squealing and jumping little girls can make the whole place shake. Other floors are dedicated to racing games, classic shooters, side scrolling brawlers or fighting games. The first floor is dedicated purely to mecha-combat sims, played in life sized cockpits that are perfect recreations of cartoon control surfaces.

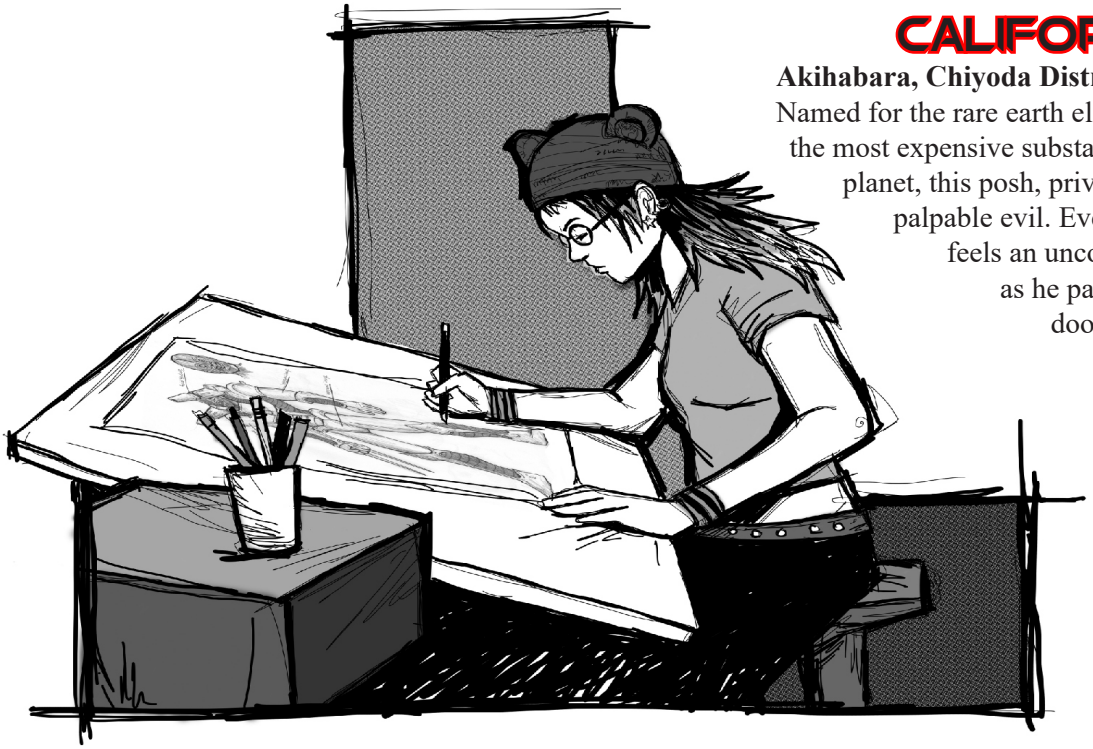
Arcade Friend is owned outright by **Mars Koreshige** (LG Male Kami Paladin 3/Wizard (transmuter) 19), a neo-Kami of competition, reflex and electricity. One of the first generation of Kami born into the modern era, Mars Koreshige is also one of Black Japan's most powerful living occultists. **The Amakaze** have mystically bound and gaesed him so profoundly to he cannot directly move against them, so Koreshige acts indirectly.

In addition to mundane video game tournaments held year round, Arcade Friend sponsors a massive **Golden Week (April 27-May 6) tournament.** This tournament attracts the best gamers from around Japan and the planet…even from the Tatakama and Black Else. The male and female winner each receive a *wish,* any wish, from Arcade Friend's godlike owner.

For the past few years, Koreshige has granted mundane wishes- for sex, for money or fame or beauty or an imported, pristine Porsche Spider, and even evil wishes when some breed of *Oni* is that tournament's winner. Doing so hurts, but Korshige's word is his bond- always was, always will be. But every so often, Koreshige grants a *wish* that harms the Amakaze…. And even if the winners don't specifically request it, Koreshige is a master at twisting the meaning of their words to benefit them and take something precious from his old enemies.

AKIBA'S ARCADES

Arcades died out in America about the time the Playstation 1 debuted. Not so in Japan. There's at least a few good arcades in every big city, patronized by some seriously hardcore gamers that take electronic competition very seriously. In Tokyo itself, and especially throughout Electric Town, there's one on every corner, or clusters of competing arcades bunched up together like neon-grapes on a very crowded, very noisy vine. Roll 5D6 if you ever need to custom-roll an arcade for your urban adventurers.



CALIFORNIUM 252

Akihabara, Chiyoda District, Tokyo

Named for the rare earth element that is currently one of the most expensive substances, gram for gram, on the planet, this posh, private nightclub radiates an almost palpable evil. Even the least sensitive mortal feels an uncomfortable shudder up the spine as he passes the smoked, black glass doors, marked by a silver sigil resembling Californium 252's molecular structure. The nightclub is owned by **Taru Tsuyoi's GREEN FLAG** media empire, and backed by his faction of the Amakaze, who are no great friends to Dr. Momonjii or his Health Girl85 faction.

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Let's Meet the Everysummer Idols				
D12	Idol's Name	Origins	Public Personality	Private Secrets
1	Mika	Born and raised in the heart of Tokyo	A talented songwriter, responsible for several hits	Father was an Ironclub Oni, but her conception was (surprisingly) consensual
2	Kasai	From a rural village in Hakkido somewhere	Known for charity work with disaster relief agencies	Nothing – open and transparent in her daily life.
3	Rina	A peace activist from Hiroshima	Her face is on about half the products sold in convenience stores	Nasty party drug habit that the Yakuza knows about
4	Anna	A Catholic schoolgirl from Nagasaki	Adorably geeky and inoffensively otaku	Secret member of some obscure, Japanese cult or movement
5	Aimi	The precocious daughter of a 90s-era idol singer	Slightly right-wing nationalist	A lot of mental illnesses the tabloids don't know about
6	Mariko	A talented superfan discovered at public audition	Mingles with movie stars and rappers – ultimate hip girl!	Having an affair with a famous (and married) man
7	Atsuko	A child star, pushed into fame by her parents	Experimenting with a second career as a mangaka	Having an affair with a famous (and married) woman
8	Yuko	Planning to attend medical school after 'graduation' from Everysummer Idol	Athletic sports nut with a black belt in karate	Having an affair with both of the above, and a couple more, besides
9	Maya	The niece of Yakuza, which the media hasn't found out	Constantly pushes the boundaries of 'acceptable' idol behavior	Had an abortion after a bad breakup with her last boyfriend
10	Yuki	A starstruck girl from a Tokyo suburb	Hilarious Twitter feed with millions of followers	Owns some very pricy real estate she's planning on flipping soon
11	Minami	A rare Chinese or South Korean idol in training	Studying sociology and politics, grooming herself for a run at the Diet	One of the savviest entertainment and copyright lawyers in Japan
12	Ayaka	The youngest idol ever accepted into the group	Hyper-competitive and envious of other Everysummer Idols	Is preparing a viscous, tell-all book about the group

Membership at Californium 252 is by the personal invitation of Tsuyoi or another senior GREEN FLAG board member, and dues are shocking even to multi-millionaires. Those allowed to pass through the ebon glass doors find a vast lounge, larger on the inside than the out, lit by cold blue fluorescents set to create seductive shadows rather than banish them. POETICA waitresses and entertainers, dressed in lingerie and vinyl, walk the floor. They are available for use by the club's members, either in the private sex booths encircling the dance floor or on the raised arena that is the club's center piece. There are, quite notably, gallows, guillotines, electric chairs and an assortment of lethal torture devices displayed on that stage, each lit by a 100 foot-candle spotlight. Glowing murder, wrapped in darkness.

Club security- rapacious **Mecha-Oni** and **Bio-Stalkers** stalking the floor in cybernetic exoskeletons- force any new member to purchase and kill at least one POETICA waitress on their first visit, or visit the killing stage themselves. Perhaps it is the enchantments of this horrible place, perhaps it is purely the psychology of evil, but the first kill is usually addictive, and soon, even the most reluctant killer becomes a devoted lust murderer. Many of the regular attendees of Tsuyoi's illegal **Rape Pure** bouts acquired a taste for sexual violence after being invited to join an exclusive club whose activities are shrouded in seductive rumor.

Californium 252 cannot purchase its POETICA snuff-slaves from the New Day Girl Factory directly, due to tensions between the two Amakaze factions. Instead, the club's buyers attend the Cyber Heart Café's July auctions

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each year, buying as many decommissioned androids as possible, and driving up the prices on the rest. The club is not above kidnapping free POETICA and breaking them for use as snuff-toys, and its hunter-killers are justifiably feared by free POETICA throughout Tokyo. They are the reason that most free POETICA in this city never walk home alone.

CERVANTES SHOPPING MALL

Akihabara, Chiyoda District, Tokyo

The Cervantes shopping mall (so named for its Spanish caviler logo and mascot) is one of the largest discount shopping centers in Tokyo, though smaller, similar malls can be found in other large cities. The topmost, fourth floor of this mall is a concert venue for the supremely popular **Everysummer Idol** singing group. Performing six days of the week, Everysummer Idol's concerts are popular enough the tickets are sold on a lottery system.

Everysummer Idol has been in existence for around five years now, and during this time its roster has continually evolved. New members begin a career with the group in their late teens and 'graduate' after several years, usually by the time their peers would be graduating college. Most go onto other entertainment careers, some time as top tier idols in their own right.

Everysummer Idol is probably the largest singing group in history, having won and re-won that acclaim from the *Guinness Book of World Records* for a full decade in a row. It holds other records too, largest number of idols in a single stage show, largest singing cast in a licensed video game, single sales numbers. Its roster fluctuates between 40 and 90 singers, from talented girls as young as 11 to senior members in their mid-20s. The singers rotate performance duties at Cervantes with performances across Japan and the world. Everysummer Idol members make it a point to be publicly accessible, mingling with crowds after a show at 'handshake, hug or high-five' events.

While the career progression of Everysummer Idol members is similar to other junior idol groups, a much greater percentage of Everysummer's former members than usual go into second careers as AV starlets. Also unlike most, the former members rarely consider this a step down. This may be due to the influence of the group's manager, who has seen all incarnations of Everysummer since the beginning, **Yui Michishige** (NG female Human Cleric of Amaretsu 5/Bard 3). Michishige was born to the Tatakama, the daughter and granddaughter of Tantric magicians, and was aided in acclimating to the Earth Realm by the **Eyrines Sisterhood.** Her AV idol protégés not only provide her a valuable intelligence stream into Japan's pornographic underworld, but also, hopefully, provide those audiences with a more positive view of female sexuality overall.

IDOLS YOU CAN MEET

Since Everysummer Idol consists of several dozen girls at any given time, you might need some quick Idols for the players to challenge, romance or rescue. A roll of 4D12 will quickly produce an interesting idol singer with a pretty valid internal life; use the ***Everysummer Idol*** statblock or similar creatures for their game play statistics.

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THE CYBER HEART CAFÉ

Akihabara, Chiyoda District, Tokyo

The Cyber Heart Café (with a stylized heart design fitting between the establishment's kanji in advertisements) is a hyper-commercialized maid café in the heart of Tokyo's tech district. It's exclusively **POETICA** staff dress in futuristic versions of the traditional maid costume. The Cyber Heart Café is one of the most expensive maid cafes in Tokyo, with hidden charges for everything.

The café focuses on long term clients, with its AI maid-staff progressing through carefully scripted scenarios that allow a client to 'unlock' a deeper relationship with its maids in exchange for well chosen dialogue choices, repeated visits and lots and lots of yen changing hands. The whole experience plays out like a live action version of a harem/romance game. Regular customers can purchase 'their' maids at annual auctions where bidding can quickly get intense. POETICA maid-droids are replaced after 24 months of service, and usually 'sold off' in the annual Maid Auction, which occurs every July.

The Cyber Heart Café is owned and operated by the **New Day Girl Corporation**, Japan's leading manufacturer of artificial women. A mid-level administrative Vice President oversees daily operations of the Café and ensures profitability. However, the Café's public face is the POETICA businesswoman **Noriko Gibson** (assigned a Western surname in homage to William Gibson). Publicly Gibson is seen as a major POETICA entrepreneur, one of the most financially successful artificial girls in Japan. She is seen as a maternal figure, giving new model androids their start in life in a relatively safe, secure environment. Neither the general public, nor her staff realizes that Noriko Gibson is a mega-corp pawn, nor that there have been at least 3 separate androids assigned the Noriko Gibson identity over the last decade or so.

THE SWEET ROSE CAFÉ

One of the first maid cafes in Tokyo, this book-lined tiny restaurant serves elaborate, tooth-achingly sweet desserts and equally specialized coffees. The Sweet Rose Café was the brainchild of **Michiko Sato** (LN female POETICA Diviner5/Lore Master 3), a bookish young woman who 'flunked out' of the **Academy of Domestic Service** because she was far more interested in studying magic and deciphering forgotten manuscripts than learning proper decorum and spotless cleaning technique. She opened the café soon after her 19th birthday, and has been running it ever since, and its success has earned the young magic surprisingly high respect in the occult community.

The Sweet Rose Café is distinguished by its school-girl like uniforms, and the colorful glasses its girls wear. The atmosphere is a mix of nerdy otaku and scholarly; quite a few of Black Tokyo's magical community regularly visit the café to browse Michiko's collection of vintage texts, books which she never lets out of the building.

WELCOME HOME MASTER! OTHER MAID CAFES

There's plenty of diversity for the maid connoisseur; this lucrative new fad taps into pretty much every fantasy a young otaku has ever held, and turns it into cute, mostly chaste reality. If you want to include other maid cafes, roll 5D6 to rapidly build a nice random one. Also, check out *Expanded Occupation: Maids* (Otherverse Games, 2012), which makes an excellent companion piece to this sourcebook anyway.

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Akihabara's Maid Cafes					
D6	Costuming	Embarrassing Services Offered	The Café's Distinguishing Feature	Café Quirks	Supernatural Aspects
1	Lace and ruffles, Sweet Lolita and Rococo charm	Wiping the customer's chin and washing his hands before and after the meal	Really cheap but still decent quality, always packed	The café hires employees fired from other places as a second chance	Popular with Goryohime, both as customers and staff
2	Kitty maids with ears and tail	Lots of cooing, babytalk and cuddling	Lots of odd board games for the customers to use	Almost all the workers are related or dating or both	Nothing supernatural going on
3	Handsome butler café (maybe girls in male dress)	Severe tsundre attitude (you can order slapping from the menu)	Cat café with dozens of tame cats to pet	The owner is a former junior idol or idol singer or other media personality	Most of the staff have trained with the Eyrines and will protect neighborhood women
4	Innocent kid's /shojo anime styling	Shoulder, back and scalp massages	The staff think of themselves as an unofficial matchmaking service	The owner is distantly related to the Imperial Family	Lonely and depressed customers sometime attract Kami 'guardian angels'
5	Very risqué, lingerie maids	Cartoons drawn on your deserts in syrup or whipped cream	Really good music selection	The café is part of a chain expanding throughout Tokyo and even into America and the rest of Asia	Miidera sometimes takes an interest in particularly charming staffers
6	POETICA or android/ gynoid themed	Nothing too embarrassing, surprisingly chill	Amazing food or coffee	Incredibly high turnover, like a maid just quit in tears while you're having milk tea	Very small part of an 'undergound railroad' to get supernatural slaves out of Japan

FEATHER STEEL GARAGE

Akihabara, Chiyoda District, Tokyo

Located just two blocks from the **Cyber Heart Café,** this two story garage and aftermarket shop offers custom paint, and anime decal work, not to mention upgraded sound systems for local street racers and car-nuts.

The owner is the lanky, half-black **Trey Yanagita** (N male otaku Human Wizard 4). He does Itasha Custom mods for high dollar clients- usually only rich kids can afford the fee. Trey spends most of his private time across the street at the Cyber Heart Café, and has an unhealthy obsession with uncovering the secrets of a tasty new urban legend he's heard about called Project GILGAMESH. He's got plans to 'hotwire' one of their rumored bio-mech goliaths and go joyriding, if and when he can get to a crisis site before the JSDF lock it down and blame everything on seismic activity. There's a real good chance he's not going to live to see 23.

CHAMPION GRAND MARKET

Akihabara, Chiyoda District, Tokyo

This five-story grocery store and market is one of the best, and largest in central Akihabara. The basement features an Ukemochi Ranch Outlet store that sells high grade *wagyu* beef and *thinking-beef* at bargain prices. A sales staff of 2-5 clever cattle-girls works the shop, which provides thinking beef for ordinary households and secretive cannibal restaurants alike. The staff have the disturbing and endearing habit of writing the names of the cattle-girls slaughtered on each white-packaged cut of their meat. The shop's sales-spiel not only rhapsodizes about the flavor and marbling of various cuts, but also the personal stories of each cattle girl who provided the meat.

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GOLD SAUCER

Akihabara, Chiyoda District, Tokyo

The high-tech Gold Saucer is one of Akihabara's newer arcades, a series of round arcade floors built around a central lobby. The building, pressed closely between a pair of more architecturally normal department stores looks like a stylized mushroom garden, rendered in a sleek, mod 1960s style. Gold Saucer is run by three owners, who pooled their money to open the shop. Two are Doujinishi, who incarnated from old school videogame dojins; the third claims to also be Doujinishi if anybody ever asks, but is something a lot more exotic.

Most of the arcade games here are enchanted in someway, probably by the owners themselves. Many of the enchanted arcade games and pinball machines from ***The Heavy Grimorie*** (Otherverse Games, 2017) can be found inside.

GYMNASIUM SPARTACUS

Akihabara, Chiyoda District, Tokyo

This large sports facility overlooks one of the few open, green spaces left in Akihabara, a sprawling park that draws thousands of visitors during cherry blossom season. GymSpar (as locals have nicknamed it) is contained a free outdoor running track, while the fitness center itself has an excellent set of training options, including multiple pools, a full fitness center and weight room, as well as several indoor basketball courts and a indoor soccer pitch, even a luxurious, artificial *onsen.* All facilities, except for the soccer pitch, outdoor track and some of the pools, are strictly gender segregated.

GymSpar makes itself a presence in the Tokyo adventuring community. Those who can afford it can pay for a pricy annual membership that allows access to the enchanted workout equipment on the comparatively tiny third floor. This floor is naturally off-limits to members with a purely mundane membership. In addition, GymSpar offers katana and *iajitsu* training, exclusively for women, three or four nights a week. Tokyo Metropolitan PD occasionally rents out one of the basketball courts to teach free self defense classes to women and the elderly.

Most of Black Japan's adventurers consider GymSpar neutral ground, and those that don't are kept out by potent abjurations and wards. GymSpar's massive entirety is protected by a permanent *Dismissal* and *Protection from Chaos* effect (W-DC 20; CL 20th) that prevents Outsiders from entering. Even Kami birthed in the Earth Realm cannot enter the gymnasium without at least some psychic trauma. The abjuring barrier predates the gymnasium's construction by centuries; the hill upon which GymSpar was erected has been a sacred site since the Edo period.

HELL STUDIO NIHON

Akihabara, Chiyoda District, Tokyo

The Hell Studio broadcasts sporadically, pirating the NHK signal, using occult transmitters hidden in an office tower overlooking Electric Town. Hell Studio Nippon is the 'official' television station of Black Japan's demons. Wealthy and well connected *oni* purchase 'descramblers' which look like wooden prayer beads. They wrap these around the power cord of an ordinary television, they can receive the Hell Studio signal.

Hell Studio Nippon broadcasts from one of several studios, hidden in the missing thirteenth floor of several office buildings owned by the **Amakaze**. Humans never see this floor, but here, demons produce grim parodies of modern news casts, reality television and game shows, all designed to appeal to an audience of *oni.* Baseball and soccer play constantly- either current live games or celebrated matches from years past. As much time is dedicated to broadcasting the current *Hashin Tigers* games as the horrors of the **Night Stadium.**

The Hell Studio's director is a Jurogumo called **Lady Ahy Vulgaris.** She is the one who decide programming, and is the sadistic genius behind many of the Hell Studio's most torturous games. While kidnapping and torturing unwilling humans to death is always good TV, Lady Ahy has realized her best ratings are for semi-consensual torture. The guro-games she devises are almost invariably lethal, but they are fair- a particularly tough, clever or cruel human can win these games. The few that do earn a fortune that they couldn't spend in five lifetimes- the rest become necro-toy meals for the demonic studio guests. Black Japan's truly desperate have two choices these days- either jump in front of a bullet train or sign up for a 'game' at Hell Studio Nippon. Both are equally certain means of suicide, but at least there's a 0.0001 percent chance of striking gold at Hell Studio.

The most popular *guro-game shows* this season include:

- *All Purpose Nekomusume-* Not strictly a game show, this reality show is glossy propaganda about the joys of Nekomusume ownership. Watch an assortment of beautiful cat girls groom, play, fuck and die all in HD color.

- *Killing Heart Mambo-* A human *salariman* with no combat training whatsoever is given the best magical weapons Hell Studio Nippon has on hand, and is tossed into an arena against wave after wave of no-hope minor *oni* or demonic animals.

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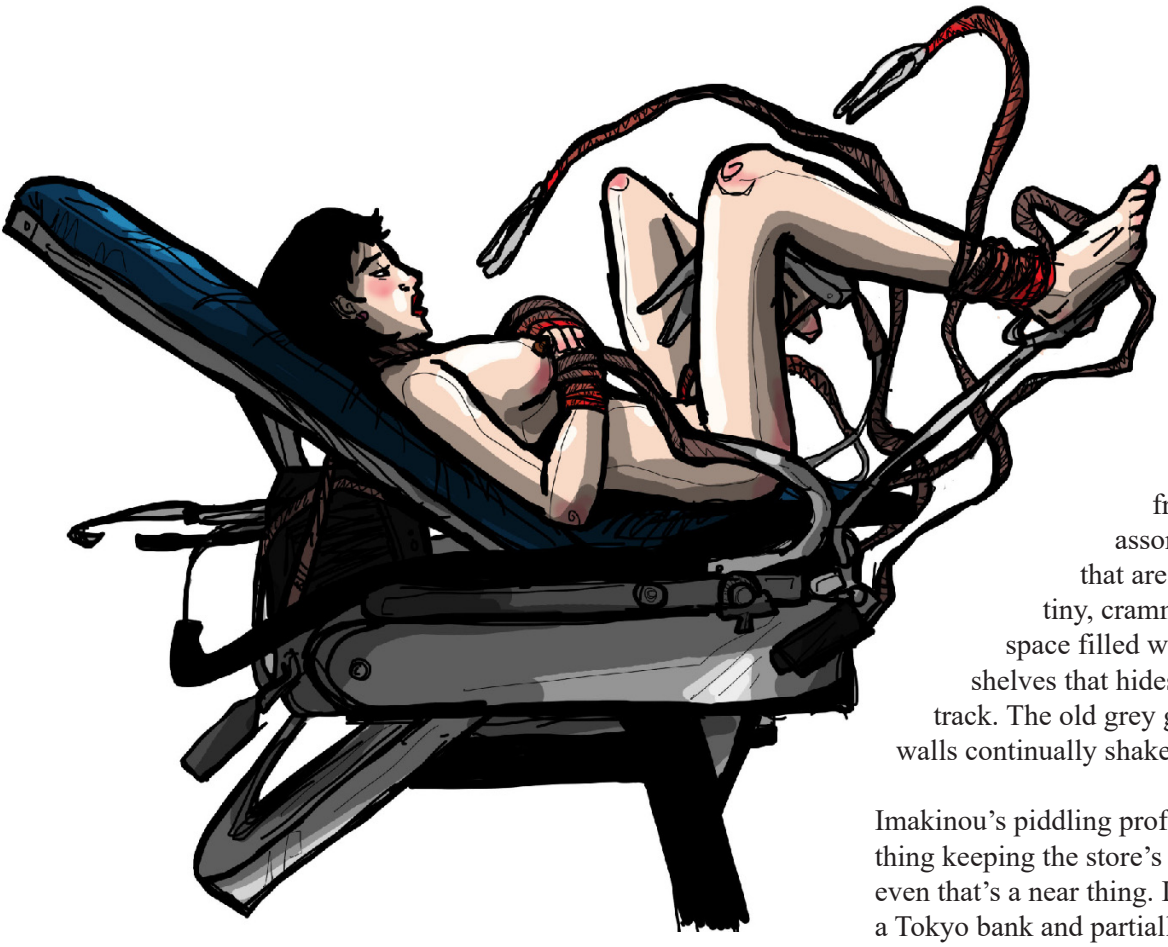

The audience likes seeing weaker members of their own kind get massacred by some human weakling before he's crushed under sheer weight of numbers. The few humans who survive find their darkest dreams- usually of rape, dominance and greed- coming true and a junior *oni* who strikes the killing blow finds himself elevated in Hell's cruel caste system.

- *Smiling Exit*-A beautiful but suicidal Japanese woman is strapped down and is slowly and lovingly tortured to death with Pleasure magic and demonic dildos. Victims are often wealthy business women facing poverty after an Amakaze induced turn of fortune, idols and AV stars slightly past their prime and facing obscurity, even beautiful teens who couldn't find the path to the Hanging Academy. There's no way to 'win' this game- just see how much pleasure your greedy body can absorb before it finally fails. Lady Ahy herself often participates and her guest appearances are among the most memorable TV on Hell Studio.

- *Ten Minutes Hell!* Some poor soul (equally likely to be a beautiful bishi boy or a busty American tourist) gets strapped to a torture bed and is set upon by this episode's celebrity *oni* guest. If the guest can endure ten minutes worth of agony without begging to be killed, he or she becomes a billionaire. And if this episode's guest torturer is feeling especially generous, he or she might even receive magical healing. So far, no player has ever made it past the 7th minute.

IMAKINOU

Akihabara, Chiyoda District, Tokyo

This used video game shop disdains current generation games, and features classics from the 70s, 80s and 90s for an assortment of hit systems and some that are more obscure. Imakinou is tiny, crammed into a dingy, dimly lit little space filled with overstuffed, disorganized shelves that hides out beneath a raised railway track. The old grey game cartridges hanging on the walls continually shake as the trains rumble overhead.

Imakinou's piddling profits are just about the only thing keeping the store's owner from homelessness, and even that's a near thing. Imakinou is owned by mostly a Tokyo bank and partially by the lazy, often broke **Takahiro** (N male freeter Kami Expert 1), a minor god of time and nostalgia. The shop has one thing going for it, which may be a property of the space, or perhaps a property of the Kami that inhabits it. A customer will always find a working copy of the first videogame they ever loved somewhere in the store, after just a little searching.

Takahiro isn't quite clever enough to price accordingly. He spends most of his time playing *Famicom* and *Super Famicom* games on the really, really nice leather couch in the back and chainsmoking.

MOO MOO CAFE

Akihabara, Chiyoda District, Tokyo

This upscale café is known for excellent sweets and coffees and décor and dishes inspired by a popular anime featuring the adventures of a cute family of cows. Moo Moo Café caters to the lonely, and in its own way, protects them from the many dangers lurking in the Tokyo shadows. Moo Moo Café was started around three years ago by **Miaru Honda** (NG male Human freeter Smart 5) and his pudgy partner **Tuko** (NG male Tanuki otaku Charismatic 3); the two misfits lived miserable lonely lives until they met at a nearby anime shop and their lives started to get better, together.

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Tuko had no real magic himself, but knew a few working class mages who would do the job; he commissioned the child-sized stuffed cows that are the restaurant's trademark. Anyone who comes in alone is seated across from one of the stuffed cows, who the wait staff treat almost like a real person- a beloved friend. It's geeky and cute, and most people leave the café with a smile on their face. What very few people know is that the stuffed cows (which are never, repeat NEVER rented out or sold) are blessed with protective magic that keep the lonely and the depressed alive another day.

SMILODON RISK!

Akihabara, Chiyoda District, Tokyo

One of **Neko Dream Ultimate's** chief rivals, Smilodon Risk! has been in business since the mid-1980s. Also headquartered in Tokyo- in the rambunctious **Akihabara District-** Smilodon's success is due to its unforgettable ad campaign. Where Neko Dream positioned its catgirls as elegant and graceful companions to the elite, Smilodon's hyper-colored, action-oriented advertisements featured lithe, athletic catgirls in action! Karate, kendo, SCUBA diving, skydiving, free-climbing the rock faces of Yellowstone, motocross racing, paintball- Smilodon catgirls could do it all and more! And they were much cheaper than the equivalent Neko Dream kitties, the first mass-market catgirl.

The Smilodon Risk! head office occupies the first eight floors of a 12-story commercial tower on a block full of anime and entertainment shops. Smilodon Risk sponsors the neighborhood décor- lifesized vinyl banners of Risk! catgirls in cute costumes hang from every street lamp. Risk!'s first two floors are a sporty sales floor, half high-fashion catwalk, half top-class gymnasium, complete with rock climbing walls, padded matts and acrobatics equipment so cat-girls can show off their strength and agility to potential customers. There's even a boxing ring for catgirls to spar! Big windows offering great views of cat-girls at play attract huge crowds of passerby.

Floors 3-5 include business offices, design studios and a relatively small-scale but well organized and highly productive kitten factory. **Warren Dunn** and his inner circle maintain luxurious apartments on the sixth floor which are nearly 24/7 party pads, and open to many of the building's catgirls. Unsold young Nekomusume live in dormitories on the seventh and eighth floors, but more often than not, are found either crashed out on the more comfortable sixth floor, or hanging out on the sales floor, waiting to be 'adopted'.

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CAT WORLD CUTIES

In addition to Earth-born catgirls by the hundreds, Smilodon Risk is also the temporary home of a race of star-spawned space-felines. The crew of the Neko-crewed frigate ***Comet's Tail*** set down on Earth just a few short months ago. All 72 crew-kitties are *Cat World Cuties* – genetically similar to Nekos, but from a distant, all feline world.

Under the command of the tawny furred **Admiral Erin Warpaw** (LG female Nekomusume Cavalier 12), the starship came to Earth in search of their long-lost and legendary homeworld, the *Sphere of Matreia*. This lost spherical mega-station is the legendary homeworld of not only space-born cat-kind, but possibly of all Anthros scattered throughout the Multiverse. The clues Admiral Erin is chasing also suggest that Warren Dunn's company were the Sphere's original designers! If all goes well, they'll begin construction of the mega-station within the next few years – you can thank trans-dimensional time paradoxes, and all that. After discovering the paradox, Admiral Erin assigned her crew to protect Dunn and the other Risk! staffers and has been exchanging tech with Risk!

As far as Dunn and company are concerned, Erin and her crew are welcome additions to the party. Risk's geneticists have learned as much from the Comet's Tail med-deck staff as the star-cats have from the Earthers. Smilodon Risk's relatively advanced genetic engineering capabilities have convinced Erin that she is on the right track, and that she's met her species' earliest ancestors in Tokyo, circa 2019. While Erin hates the fact that Earth's Nekos are sexual playthings, to one degree or another, she admires the nascent Neko-freedom movement. She's in absolute love with Tama Town's independence, ingenuity and strength, and sends her crew to assist the local Nekos in running their settlement whenever possible.

Currently, the Comet's Tail is concealed in a deep, sea cave just inside Japanese territorial waters, somewhere in the Sea of Japan. Erin and her crew can teleport to and from the ship to Smilodon Risk HQ, or various other sites in Japan. Erin usually accompanies Warren Dunn as his personal protector, most people assuming she's just another cloned Neko. The other VIPs within Risk! have received similar catgirl bodyguards.

SUPER CARROT

Akihabara, Chiyoda District, Tokyo

Super Carrot is a popular arcade and used video game store. The first floor of the four story building features a massive arcade floor, including several mecha sims with lifesized mech cockpits. The second and third floors are dedicated to a variety of classic video game systems from the late 1970s to the early 2000s, while the fourth floor is divided between selling newer PC and console games, and a small café.

Super Carrot is owned by the free POETICA techno-occultist, **Try** (CN female freeter POETICA Wizard 9), who depends on a pair of very human otaku-turned-accountants to keep the doors open. Though nominally the owner, Try spends most of her time tinkering with the games, and experimenting with modern spells based on electricity, or else incorporating gaming tropes and imagery in their effects. Her Super Carrot arcade is a good place to find the retro-style, enchanted video games and pinball machines described in *The Heavy Grimorie.* She's one of **Gold Saucer's** major suppliers and repair contractors.

T-2 RIVER BUILDING

Akihabara, Chiyoda District, Tokyo

The **T-2 River Building** is a ten-story appliance and households good retailer, selling kitchen goods, furniture, and home electronics. The building is most famous as the headquarters as the T-2 River company, which began as a plumbing wholesaler during the late 1940s and today makes the highest tech, most expensive and luxurious *washlets* (advanced toilets) in the world. A T-2 River washlet can run into the 3,000-5,000 dollar range or more, but nearly half of the homes in Japan have one of these devices installed.

T-2 River is owned by **Fuda Sakana** (N Male Akaname Commoner 1/Wizard (diviner) 11), who crossed over from the Tatakama as an illiterate peasant. He didn't stay ignorant long once in the modern world, and built his fetishes into an empire. The mortal shoppers who visit the T-2 River shopping plaza never realize that eight out of every ten sales people are secretly Akaname filth-lickers. Many Akaname live either in a secret floor at the T-2 River Building itself, or at a cheap capsule hotel half a block away.

Mr. Sakana's sales-ghouls produce a great variety of *skatto* magic items and spells in the building's secret floor. Pretty human girls are often hired at lavish wages to spend an afternoon 'test-piloting' new washlet designs on the secret floor, while leering undead in labcoats lick their lips. Skatto mages know the T-2 River Building well and often conduct business on the secret floor. Local kids avoid the building,

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and stories about the ghosts and ghouls that inhabit T-2 River grow more horrific (and less accurate) with every telling.

There are deaths within T-2 River.

Girls do die here, but always by their own choice. The T-2 River Building is one of the few places in Black Japan, outside Aokigahara Forest, where girls who die by hanging might rise as **Goryohime** undead. High school girls who suicide in the subterranean temple complex (*The Bowel Structure*) and magical vault (*The Rectum Structure*) beneath T-2 River, are those whose noose dreams emphasized the final emptying of bowel and bladder in death over the eroticism of choking.

Sakana's techno-mages dutifully record their death struggles, and use their spilled wastes as components in experimental new magic items. When the girls return to sentience (if not life), still hanging from the noose, T-2 River employees cut them down, clean them up and take them to their new place in the Hanging Academy via a small fleet of charter busses with a winged washlet logo on the sides.

GAME RULE INFORMATION: T-2 RIVER GORYOHIME

Goryohime 'born' in the Bowel Structure have the Peristaltic Magic alternate racial trait, and always take their first heroic class level as Modern Spellcasters. Most become techno-mages or modern alchemists (with quite a few picking up additional, actual Alchemist levels as they gain experience). Most come from the Otaku or Freeter modern castes. They tend to be loners, with fetishes, interests and obsessions that are mostly solitary- sometimes painfully so.

Dr. Hitori Matsumoto (LN female Goryohime burakumin Modern Spellcaster 3/Field Scientist 10) is T-2 River's chief arcane researcher and head of the occult R&D department. She died and rose again in the Rectum Structure and rather than studying at the Hanging Academy, she received her masters (and later, her doctorate) in materials science and chemical engineering from **Maebashi High Technology University** in Gunma. The T-2 River Corporation paid her way- she was the first recipient of an annual scholarship program that pays for the education of promising mystical artisans. She was also one of the handful of female students to ever graduate from the mostly male MHTU.

Dr. Matsumoto (Or Doc Hitori, as most of the other researchers refer to her) is fiercely loyal to the T-2 River Corporation, and considers its staff her family, especially Fuda Sakana, who paid for her education when the girl showed promise. She oversees the secret, subterranean research labs, and is personally responsible for some very interesting magical items, popular with both undead, ghost-hunters and shit-mages. She's become a minor celebrity in the occult artisan's community, and a hero to young Goryohime. To the rare Goryohime with a head for high-tech, an unpaid summer internship with Doc Hitori is a once in an undeath opportunity.

If you are using the optional ***Gamble of the Noose*** rule, dying via asphyxiation in the T-2 River Building does not impose a penalty for dying outside of Hanging Academy grounds.

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TOY-OFF AND PACHINKO PREGGO

Akihabara, Chiyoda District, Tokyo

These two neighboring businesses- the single story Toy-Off with its fading yellow paint and windows filled with anime figures and vinyl statues and the hot pink, three story Pachinko Preggo are owned by the same family. **The Fujiyoshida** are a foulmouthed, mercenary breed of Tanuki that chain smoke constantly (and have lost the keen noses shared by other Tanuki as a consequence) but can wring every last yen out of a deal.

In addition to badly gouging the local Otaku market on *Figma* dolls and mecha model kits, Toy-Off is used to fence occult goods. The Fujiyoshida only offer 15-25% list price on stolen goods, but they'll buy most things no questions asked and they pay untraceable cash, laundered via Pachinko Preggo. It's an open secret that the Fujiyoshida resell the best artifacts to **The Seven Sharks Amakaze** at a premium, so if you need to get in touch with Japan's secret masters, Toy-Off is a good place to start. The Fujiyoshida pay better for magically enhanced firearms and Itasha Custom modded cars- paying between 40-45% of list depending on rarity.

A hulking, sullen sociopath everybody just calls **Shizuka** (quiet) is always found sitting at one of the outdoor tables of a noodle stand next door, shoveling cheap ramen into his mouth. Shizuka (LE male Bloodstrong Fighter 9) has skin like rancid leather, covered in intricate Yakuza tattoos that mark him as one of the **Seven Sharks Amakaze.** He never speaks- somebody ripped his tongue out at the root long ago, and he's security for both businesses. He solves most security problems with just a look.

WIRES CENTER

Akihabara, Chiyoda District, Tokyo

Wires Center is one of the myriad electronic parts shops just off Akihabara's main drag, and one of the better ones. There are few places in Tokyo with a better selection of technology and spare parts. Wires Center is open four days out of the week, with its owner as the only staff. This owner, **Yoshi Oda** (LN male Hanging Boy Goryohime Smart 4/Techie 4) thinks his own undead race is absolutely insane. He prefers the company of human techno-geeks and small-time inventors, not to mention POETICA. He usually doesn't get involved, but once or twice now, he's helped a POETICA escape the city and hopefully find some freedom.

TOKYO METROPOLITIAN LIBRARY

Chou District, Tokyo

Koharu Inutsuki (NG Female heimin Kitsune Oracle 14) is a four tailed fox with well over four centuries of life in her bones. She has seen facets of Japanese history that the history books never imagined. In her younger years, she was the partner-in-crime (and probably the lover, as well) of the larcenous **Old Fox Takuma.** He disappeared deeper and deeper into the criminal underworld- if everybody's being honest, he practically invented the modern underworld- while she gradually lost her taste for crime and scams and capers.

These days, she is a rather dapper old woman dressed in a kimono like something out of a museum and walking with a cane with a carved fox head pommel. She spends most off her time working at Tokyo's central library, helping graduate students research thesis and enjoying the daily story-times with young children. She will offer her services as an occult expert (and unlock the hidden stacks buried in the library's huge basement) if thoroughly flattered or bribed. She doesn't need money these days, but she accepts payment in the form of good scotch, fresh sushi from a restaurant a few blocks away, or trashy romance novels from America, the more inane the better.

TSUJIKI THINKING BEEF AUCTION

Chuo District, Tokyo

Beginning at 0430 each morning (except for Sundays and some holidays), cattle-girls from **Ukemochi Ranch** are auctioned off to Tokyo's best restaurants. A cold, cavernous yet very clean warehouse is filled with cattle-girls, both live and dead, in noisy and often chaotic public auctions that tend to attract early rising tourists.

There are two separate auctions: the Live Auction and the Dead Auction. The Dead Auction consists of nearly four dozen freshly killed cattle girl carcasses, throats efficiently slit or cerebral vertebrae shattered by a captive bolt gun, laid out on the cold concrete floor. Most are slaughtered just outside the warehouse, mere minutes before the Dead Auction begins, for maximum freshness.

The Live Auction consists of a roughly equal number of living, healthy cattle girls, standing together opposite their slaughtered cousins. Buyers can inspect the Live cattle-girls, but also converse them to make a judgment based upon personality, not merely their meat quality. As is to be expected, the Live Auction tends to attract a lot more tourist attention.

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The Thinking Beef Auction operates openly, and Tokyo's laws have bent a bit to accommodate the sale of thinking-beef in the city. Demons, cannibalistic oni and flesh-eating creatures like **Azukibabaa Chefs** walk openly and make their purchases with a mostly casual attitude. **Eto the Ironpot** is a rare sight, but the cattle-girls piss themselves with terror when he sets foot into the auction. The rumors of what Eto does to a live cattle-girl are horrible beyond imagining, and yet are still gentler then the truth. An unspoken yet mostly unbroken truce exists between the patrons and Tokyo's demon-hunters. Adventurers and exorcists might stake out a particular target as she shops for flesh at the Thinking Beef Auction, but almost never attack her on site, instead trailing her away from the market.

CHOU DISTRICT'S MEGA-CORPS

Chou is home to hundreds of international mega-corporate offices. The skyline is hard and metallic, a vision of the future, a vision of unimaginable wealth and avarice. In addition to more mundane corporations, like *Sony*, the *Asahi Shimbun* newspaper, *IBM*, *Takeda Pharmaceutical Company*, which have their main Asian offices here, the following more unusual corporations can also be found in Chou:

Aniyon Conductives manufactures rare-earth circuit components found in everything from cellular phones, to PS4s to the frontal lobes of POETICA bioroids. Aniyon is firmly in the pocket of *Dr. Momonjii's Amakaze* faction: the good doctor has very intimate blackmail related to the reproductive habits of Aniyon's CEO and his entire family.

Nihonburst is one of Japan's largest international distributors and licensors of anime, manga and videogames. Nihonburst is one of the most profitable arms of the *Ten Ryo Amakaze.* Despite the vast creativity shown by its artists and animators, the corporate HQ is a drab, unimaginative place. *Doujinishi* are increasingly sick and lethargic the longer they spend within the corporate offices.

Samurai Railpath owns and operates several *shinkansen* (bullet train) lines servicing the nation. Through Samurai Railpath's corporate contacts, *Shingon Date* and his *Five Blossoms Amakaze* are well aware of the activities of the JSDF's Kiss Rail teams.

The Shamhat Group is partially a front corporation and partially a major player in Japan's military-industrial complex. The Shamhat Group manages Project GILGAMESH's wealth and resources, everything from the pension plans of GILGAMESH janitors to the purchasing orders for new Avenger bio-mechs. The Shamhat Group handles untraceable black funds larger than the GDP of most developing nations.

TOKYO STOCK EXCHANGE

Ginza, Chou District, Tokyo

Considering the almost inconceivable amounts of wealth and property traded here, the Tokyo Stock Exchange is a small, rather anonymous building. Most of the trading is automated these days, and the Stock Exchange is basically a server farm hosting some of the highest value traffic on the planet. Gone are the days of screaming traders working a crowded exchange floor.

The **Amakaze**, obeying ancient by-laws, still meet in person at the Tokyo Stock Exchange. Every week day, just after sunset, a quorum of nine Amakaze gather to determine the fate of the world. Six of them represent the six largest Amakaze factions; the other three are chosen by lot from the remaining Amakaze power groups. The meetings can last well into the night, and almost always end with some decadent pleasure. Most meetings end with the relatively 'tame' pleasures of a dozen beautiful whores for a night's entertainment, an orgy of fine whiskey and pure, snow-white cocaine, or a personal appearance by a famous American singer performing for the predatory crowd, never realizing the signifigance of the private concert. On holiday nights, the Amakaze allow their members darker pleasures: the violation and murder of a pretty child, a specially commissioned Rape Pure bout on the roof top, a cannibal feast prepared by a master demon-chef….

FASHION CLUB NEKOMIMI

Ginza, Chou District, Tokyo

This exclusive bordello is located incongruously enough in Black Tokyo's financial district, and caters to *salarimen* on their few breaks. Club dues run into the millions of yen annually, and membership is exclusively Japanese, and only extended to those wealthy men whose families have produced a magic user in the last generation. Outsiders –especially mundane foreigners- are unwanted.

The club offers all the amenities of a high-class whore house, including an excellent bar and a stage show where the most daring customers can have a go at one of the girls while the crowd cheers them on. **The Fashion Club** attracts large crowds of Harem Mages and Modern Spellcasters, because of its monthly *nekomusune* shows, where cat-girl enthusiasts bring their semi-sentient pets in to compete for titles of best and show, best in breed, and best lover. Contest purses and attendant betting can enter seven figure territory, and many of the best breeders spend millions of dollars sculpting the perfect cat-girl.

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The Fashion Club is the brainchild and pet project of **Miss Momoi** (LE female Noble Nekomsume Aristocrat 4), the pampered trophy wife of one of Japan's wealthiest bank presidents. Miss Momoi is herself a Nekomusune, a sleek tabby minx who remains property, but is allowed to work outside the home a little. Miss Momoi and her master are members of **The Amakaze**, making the Fashion Club an ideal (and trendy) place for Japan's oni-kissed elite to do business. Unlike many places in Black Tokyo, where *nekos* are routinely abused and discarded, the *nekos* attending the monthly Fashion Club shows are relatively well treated, if only because they are expensive and stunningly perfect status symbols.

Free *nekos* are welcome at the Club, and are allowed to compete for the high dollar prizes. However, free Nekomusune must find a trainer and accept the leash. During the competition free cat-girls must be as totally obedient and submissive as their enslaved cousins. Outside of competition days, free *nekos* and pampered kitty-girl slaves alike visit the Fashion Club for grooming, styling and general luxury. The Fashion Club's expert tailors produce some of the finest enchanted cosplay and cat-girl specific gear in the nation, and have a reputation for turning even the mangiest alley cat into a luxuriant feline sex symbol.

THE FASHION CLUB'S BIGGEST EVENTS

The Fashion Club is popular year round, but a few events each year are especially prestigious. High dollar contests for Nekomusume occur during these festival days.

January 1. New Year's Festival/Love Competititon.

This event challenges Nekos to earn the title of Supreme Feline Lover. Audience and judges are one in the same- wealthy businessmen and politicians that the Amakaze want to curry favor with. The crowned Supreme Feline Lover (or her master) earns a 10-million-yen purse.

March 3. Girl's Festival/Beauty Competition.

The hottest of all the Fashion Club's beauty contests, this event culminates a series of beauty and poise contests that began the previous October. The most beautiful, glamorous and well trained Nekomusume earns a purse worth nearly 5 million dollars, and more importantly, her owner earns probationary membership in the Amakaze.

September 9. The Chrysanthemum Festival/Fashion Competition.

This well attended festival sees the club's pet cat-girls dressed in high fashion designer gowns and beautiful traditional kimono. Owners trade cat-girls between each other for the night, and use the opportunity to discuss business. More than a few corporate mergers were inked because CEOs bonded over a discussion of the merits of their favorite cat-girls.

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Ginza's High End Establishments				
D6	Type of Business	Relationship to the Amakaze	Relationship to Japanese politics	Supernatural Complications
1	Exclusive, 5 star restaurant	Amakaze wives and mistresses shop here	Staunch supporter of right-ring nationalism	The owner's soul belongs to the ghouls of Mansion Inugami
2	Luxury automobiles	Patronage here is all but mandatory for junior Amakaze	Diet members regularly meet here to confer	The establishment funnels money to the Ramat Sect, possibly with Amakaze approval
3	Ultra-stylish bar or nightclub	Patronage here strongly identifies you with one particular faction	The site of a recent high profile political scandal	The owner's child or a close female relative is suffering the Noose Dreams, but will fail to rise as Goryohime if she attempts ritual suicide
4	Jewelry or accessories	The true Amakaze don't bother with this place	Politically untouchable but being investigated by national police	The owner has been offered Amakaze membership, contingent on completing a vile ritual in Yamagata Prefecture
5	High fashion	Occasionally one of the senior members visits to spend lavishly	Often patronized by the Imperial Family	Nothing obvious
6	Nekomusume or POETICA slaves	The Amakaze uses this as a front company	Supports Japan's more liberal wing	Certain customers are stalked by supernatural hunters

GINZA'S MOST EXCLUSIVE ESTABLISHMENTS

Ginza owns more 5-star rated restaurants than most other mega-cities, and some of the most expensive, exclusive fashion boutiques on the planet. Even in Tokyo, Ginza is synonymous with fine dining and conspicuous consumption. The ultra-wealthy can spend thousands of dollars for a meal in a skyscraper restaurant, or thousands of yen on a single bottle of fine wine. If you need the kind of random business a multi-millionaire might patronize, roll 4D6 and see what emerges.

RYOGOKU KOKUGIKAN

Sumida District, Tokyo

The Sumida District is synonymous with sumo wrestling, and is home to the historic Ryogoku Kokugikan arena. This cavernous sumo arena is decorated in a staunchly traditional manner, with wooden walls painted in classical Japanese style, depicting legendary sumotori of centuries past locked in battle. During the off-season, the arena is relatively quiet, but when a Grand Sumo tournament comes to town, the entire district is crowded with fans, wrestlers, reporters and their entourages.

GRAND SUMO

Six "Grand Sumo" tournaments occur each year; three (January, May and September) are held in Tokyo at the famous Ryogoku Kokugikan. Others are held across Japan. The March tournament is held in Osaka, the July tournament is held in Nagoya, while the November tournament is held in Fukoka. Grand Sumo tournaments last for fifteen days, with the climactic matches occurring on the final Sunday of the event. Bouts occur throughout the day. Lower ranked sumo fight during early morning and midday matches, with higher ranked sumo, who are bigger draws, battling in the late afternoon or evening.

Sumo matches occur in a clay and sand fighting ring called a *dohyo*, whose boundaries are marked with bales of straw. Like everything about this sport, the *dohyo's* design is traditional, dating back centuries. The fighting ring is about 15 ft in diameter. A huge wooden decoration resembling the roof of a Shinto temple hangs from the arena ceiling directly above the *dohyo*.

Prior to the first charge of a match, sumotori practice elaborate rituals which have their roots in ancient Shinto tradition. Ring entrance ceremonies, called *dohyo-iri* involve the wrestlers entering in a formal march, dressed in elaborate aprons provided by their sponsor or *heya.*

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Wrestlers raise their legs as high and straight as possible and slam their foot down with enormous force, a symbol of strength and prowess said to drive away evil. Wrestlers will attempt to stare down their opponent, earning a vital edge during the match. Before beginning a match, sumo toss salt into the rink to purify it, and may repeat this process a few times, especially rivals of higher rank.

CHANKOBAKE JOINTS

Chankonabe is the staple of a sumo wrestler's diet. It is a thick stew of stock, mixed with sake for flavor and complex proteins- fish balls, tofu, chicken, beef and vegetables. Sumo eat huge portions of this stew each day of their lives to maintain their famous bulk, and it is commonly washed down with beer to further increase weight. Many retired sumotori open their own chankonabe restaurants after their fighting careers end, and the alleys around the *Ryogoku Kokugikan* offer dozens to choose from.

SENSOJI TEMPLE SQUARE

Asakusa District, Tokyo

This large neighborhood is built around a square of temples and pagodas, some of the largest and most impressively decorated in all Japan. These soaring, fanciful structures are painted in red, vermillion and gold, and lit so brightly they glow in the night. **The Asakusa Kannon** is the centerpiece of the Sensoji Temple Square, the largest Buddhist temple in the country. As impressive as they are, the other temples of Sensoji are dwarfed by this goliath building. Inside the Asakusa Kannon is an ancient golden statue of the merciful goddess.

THE RAMAT SECT

The Asakusa Kannon is the headquarters of the secretive **Ramat Sect of Buddhism.** The Ramat Sect have been active as exorcists since the sixth century, since two brothers- nameless and unimportant Edo fisherman -pulled the statue that became this temple's centerpiece from the muddy harbor. The golden image of Kannon spoke to the two brothers, teaching them the arts of exorcism and demon-hunting. These two brothers became the first **Bonded Priests** and founded the sect.

While some of the temple is open to the public, the second and third stories are not. There, Bonded Priests meet their young, undead partners, train, plan and study the sutras. The temple's abbot is **Old Masashi** (LN Male Kami Monk 20/Bonded Priest Cleric 5). Old Masashi has served the Ramat Sect since 1351 CE and the long fight has taken its toll. Old Masashi has not smiled or laughed in centuries, nor has he tasted mortal food or drink.

Masashi views the Ramat Sect's war against the Black Else in purely military terms. Goryohime who do not accept a position within the Society are selfish traitorous undead monsters- Buddhist sects other than Ramat are dangerously misguided idiots. Ordinary mortals are barely worthy of the Sect's sacrifice and if a few mortals have to die to accomplish the mission, than the regrettable sacrifice WILL be made. Through his senior abbots, Old Masashi is working to increase the awareness of the Great Tree and hopes to cause more human girls to die beneath it. **Ran Ajari**, the undead author if the children's book series, *The Adventures of Ghost Ricca,* is doing Old Masashi's work.

Masashi's logic is that if his sect had more Goryohime soldiers at its disposal, they could finally win the war

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against the Black Else. His allies on the Diet press secret legislation authorizing the **mass execution of teenage girls in time of national emergency**, in the hopes of creating more Goryohime to turn the tide. Perhaps it's because his own bonded partner died so long ago, Masashi has forgotten that a Goryohime's sacrifice cannot be compelled. Maybe he just doesn't care.

The Ramat Sect's senior weapons master is the *ganguro* beauty **Uzume Sugaya** (LG female gyarou Human Monk 12). Sugaya guides regular tours of The Asakusa Kannon, and is the facility's public face. Most people assume she's merely a nun, but Sugaya maintains the Ramat Sect's extensive armory. She also runs the Ramat Sect's secret firing range- a subterranean, high-security facility less than half a kilometer from the temple.

Sugaya has more in common with most of the girls who become Goryohime than she does with the other temple monks. She often goes shopping or to sing karaoke with the undead teenagers, and her desire to make the Asakusa Kannon a more welcoming place for its female soldiers is the reason so many incongruously feminine, modern and frivolous touches can be found in what is otherwise an austere, mature and masculine environment. Sugaya is the first to defend her sect's Goryohime against Old Masashi's venom, and while she doesn't know the extent of his plans for the Goryohime, she wishes he would step down for the good of the Sect.

OTHER MEMBERS OF THE RAMAT SECT

An enormous former sumotori, the half Hawaiian **Louis Ueda** (LG Male Human Combatant 5) is the sect's chef. During the 1970s, he was one of the first mixed-race champions, but bad knees and a slipped disk took him out of competition. He makes the thick *chankobake* stew for monks living in the temple square and practically forces the Goryohime to eat. His justification: even if they really don't need the nutrition, they do need the feeling of being human. Louis is good friends with Uzume Sugaya, and like her, wants to see the sect do better by its Goryohime.

The father and daughter team of Fuuka and Kota Amichi provide security for the temple square. **Kota Amichi** (LN male human Bonded Cleric 9) has served since the late 1970s and has trained and lost four Goryohime partners, including a girl who gave him a daughter before she became undead. **Fuuka Amichi** (N female human Ranger 2) is a 12 year old child soldier whose own dreams of the Great Tree came with puberty. She will die soon, and become her father's fifth Goryohime partner.

Like Masashi, Kota Amichi has lost what little compassion he had for the Goryohime. His grief forces him to view them only as weapons. He raised his daughter as a child soldier, knowing that sooner or later she'd become Goryohime too. Both father and daughter are excellent shots with customized Browning sniper rifles; their prey rarely see either. The senior Amichi is one of the few operatives Old Masashi trusts with the task of taking out traitors and threats to internal security- unofficially, he is the sect's executioner.

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Recently a rather mysterious little girl has come to live in the Temple Square. She answers only to **Rei** (CN female human? Oracle 1) and tends the gardens. It's obvious the eight-year-old has had the noose-dreams, but she seems to have no desire to become Goryohime herself. She's convinced dozens, maybe hundreds, of older girls not to become Goryohime either. Old Masashi loathes her, but has so far done nothing to remove her, nor has he seriously tried to stop her from talking with Goryohime candidates.

Other Sacred Places Within Sensoji Temple Square
The temple is surrounded by lesser temples dedicated to other Buddhist saints and protective deities. Fierce statues, easily topping four meters high and painted in bright rainbows guard every entrance to the Temple Square. The north and south entrances to the square are guarded by neon-lit statues of **Fujin** and **Raiden**, the Buddhist gods of wind and storm.

Some of the smaller temples within the Temple Square include:

Chingodo Shrine, which is sacred to the *tanuki.* Chingodo is easily recognized by the gigantic marble statue out front, which depicts a fat Tanuki in a straw hat and bearing enormous furry testicles. Chingodo is run by **Yuta Takero** (CN male Tanuki Dedicated 8), more social activist and rabble rouser than traditional monk. He's done a lot to benefit Tokyo's homeless.

Gojunoto is a five-story pagoda that rises even higher than the Asakusa Kannon. It contains the ashes of the Buddha and the scales of ancient dragons. Bonded Priests venture to the tiny cell atop the spire to meditate and seal the bond to their Goryohime partners.

Hozomon Shrine is a pretty, wooden building dedicated to the protection of travelers and tourists. Adventurers know it as a place to pray for blessings before embarking on a voyage into the Tatakama. The walls are decorated with larger than life sized recreations of straw sandals.

Shoki Shrine is a place to pray for the souls of those lost to suicide. Polaroids and photo-booth prints of lost loved ones cover the temple's red wooden walls. Visitors are here burning incense at all hours of the day and night. Goryohime who severed all contact with their mortal existences sometimes come here to view tributes left behind by family members who don't know their daughter rose again as undead. A melancholy place, made more so by the fact the ashes of Goryohime who fall in battle are stored in a secret basement chamber here. Ramat warriors pray for their fallen comrades here, among grieving mortals who have no idea of their struggles.

SUNSHINE 60

Ikebukuro, Toshima District, Tokyo
When the cheerfully named office building was opened to the public in 1978, it was the tallest skyscraper in Asia, and boasted the fastest elevators in the Eastern Hemisphere. What the tourist brochures fail to mention is that Sunshine 60 is one of the most death-stained, haunted real-estate in all of Tokyo.

For decades before the ground was office space, it was ***Saguro Prison.*** During the last days of WWII, the Allies seized the ancient prison, and used it to house accused war criminals. When the war crimes trials ended, dozens of senior Imperial Army officers kicked their lives away on Saguro Prison's grim, western-style gallows, including former *Prime MinisterHideki Tojo.* As reconstruction began, the prison was abandoned but not quite forgotten, with only a black stone monolith placed to appease the spirits of those hanged here. When Saguro Prison was bulldozed in the late 1960s, the stone monolith remained, and today, rests incongruously in a small green space in the 60-story tower's shadow.

THE HEIZO CONGLOMERATE

Masaru Heizo (use Amakaze Executive Board Member stat-block) was one of the tower's first tenants and maintains a lavish corporate office on the 57th floor of Sunshine 60. Heizo owes allegiance to no particular Amakaze faction, though he sits high in the organizational chart and is owed favors by so many. Heizo controls access to the otherworld, and without his approval and consent, no Amakaze lord can reliably summon reinforcement. His Heizo Conglomerate is similarly high placed and yet indefinable- it moves wealth from account to account across the planet, producing nothing yet forming a vital link in the supply chains of a hundred different industries.

Heizo is a joyless immortal, whose only pleasures in life are the acquisition of additional wealth, as if reaching financial high score will fill the hole in his soulless undead heart, and in the obstruction of honest progress. The Heizo Conglomerate is a master of legalistic obstruction of new technologies, transhumanist initiatives and societal progress.

Heizo's cavernous, darkly majestic private office contains the remains of the gallows stair, salvaged from the rubble when Saguro Prison was demolished. His desk faces the rotting, blackened wooden stairs, which he can get lost in for hours. The gallows stairway holds some strange power over life and death…

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The Hanging Academy has long sought the gallows, believing as long as it remains in Heizo's hands, the future of their non-breathing race is in peril.

ADVENTURING IN SUNSHINE 60

Sunshine 60 has become a half-world place, as a result of the dark deeds carried out here.

- Portals to the Tatakama open sporadically throughout the skyscraper, especially in the basement and maintenance levels. On any given night, there is a 3% chance that a random semi-stable torii to the Tatakama opens somewhere in the five basement levels, which increases by +10% if there is a suicide by hanging anywhere within 5 blocks of Sunshine 60, and by an additional +10% on the anniversary of the Japanese surrender. These portals lead to dark woods and burakumin villages with horrific reputations, and *things* often cross into our world in the dark basement of Sunshine 60.

- Goryohime are strangely invigorated within a 1 block radius of the Sunshine 60 building, as a result of the many deaths by hanging that were carried out here. Goryohime gain Channel Resistance +2 while within this area.

- Undead are especially common here, especially *Hell's Conscripts* which prowl the neighborhood on the night anniversary of the Japanese surrender. Sometimes the building's dark influence overcomes weak mortal minds, making *Mortal Sex Offenders* a sadly common threat in the region.

OTOME ROAD

Ikebukuro, Toshima District, Tokyo

The distaff counterpart to Akihabara's androcentric otaku marketing, this place caters to female otaku. The name of the place literally means "Maiden Road" though more than a few wits choose to call it "Fujoshi (spoilt woman) Street" instead, a joking reference to the prevalence of yoai manga sold here.

SUNSHINE G REVOLUTION

The G Revolution building is a four story otaku megaplex within the shadow of Sunshine 60. The girls who sell their doujins here all have a deep and abiding love (or at least good honest lust) for the *boy's love* genre. The G

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Revolution doujin circle is was started by **Rinata Shimaji** (N female gyaru Goryohime Bard 5) who became undead about the same time the neighborhood became an otaku hotspot. Her creativity is stirred by the neighborhood and its gossiping mortal women (as well as what's hidden in Sunshine 60, not that she has any way of knowing that).

Rinata has no interests in the politics of undeath, and only the most minimal connection to the Hanging Academy. She's an outsider by choice, preferring the company of breathing girls (both at the drafting table and in her bedroom), which may be dangerous for her and the mortals she associates with. The Ramat Sect has tagged Rinata for eventual elimination, as a potential security risk…since she always seems to hide nooses in the background of her man on man love scenes among myriad other offenses that raise **Old Masashi's** ire.

THE FUJOSHI MURDERS

Women coming onto Otome Road are at risk, even if they don't realize it. Since the turn of the millennium, several women have been slain by street crimes the Japanese media doesn't report on. The killings might just be late evening lust murderers of young women walking home alone with shopping bags full of manga. Many have been knifed or slashed, two sisters were beaten to death with hammers, and one….well, the coroner took three weeks but still had to list the poor girl's cause of death as 'undetermined trauma'.

Who is picking off unwary girls as they shop on Otome Road? More importantly, why? Is it just the allure of easy prey, or is there some darker purpose? Note that given the nature of Tokyo and the diversity of methods of murder, there may be more than one potential killer out there.

Some of the potential suspects, both human and…. otherwise….include:

Ritsuko Tai (use the Goryohime Strangler stat-block) was a 14 year old manga prodigy who was fundamentally and morally warped by her transformation into a Goryohime. Her artistic ability died with her, and in its place, a selfish and murderous lust. All the girls she killed were talented doujin artists, probably better than she was before she took the noose, if Ritsuko could admit it…which she most assuredly and homicidally cannot.

The ***Goto Brothers*** (use the Mortal Sex Offender stat-block) have been killing beautiful things since senior high school. Fueled by stereotypical misogynist rage, they've killed five girls and are devolving from pre-mortem rape to post-mortem, and the younger brother is becoming something less than human.

Mithryl Lace (CN female POETICA Rogue 4)'s otaku master died during a badly planned bondage session he forced his POETICA slave into. Now free but too broken to realize it, she brings victims back to her master's suspended, putrefying corpse for dark threesomes that always end in another death.

A dark trinity of ***Gaki*** hunt in Ikebukuro, killing at the express command of *Masaru Heizo*. One kills with her talons, one with hammers and blunt objects, and only the most favored sister is allowed to devour the prey. They murder female otaku whose ideas might have changed the world, if only they'd been allowed to mature past the fan-erotica stage.

THE KOZUKAPPARA EXECUTION GROUNDS

Arakawa District, Tokyo

Over the nearly three hundred years it was in operation, more than 200,000 people died here, by sword or rope and occasionally crueler methods. Executions ended here during the Mejii Period, to convince the Western powers that Japan was a civilized, modern nation worth trading with.

Today, the Kozukappara Execution Grounds are partially a railyard, partially the expanded confines of Enmejii Temple. The only trace of the old execution ground that remains is a huge black stone Buddha statue and a few commemorative plaques and obelisks left to honor the spirits of the ancient dead.

It's not enough. The dead are still here, and still angry. A ***Gashadokuro*** formed from the bodies and souls of those executed here slumbers beneath the soul. Each time Japan executes another criminal (which itself is a fairly rare occurrence) the Gashadokuro comes incrementally closer to awakening. When it finally rampages, the horrid composite undead will destroy Japan's courts, murdering judges, detectives and lawyers in preference to all other victims.

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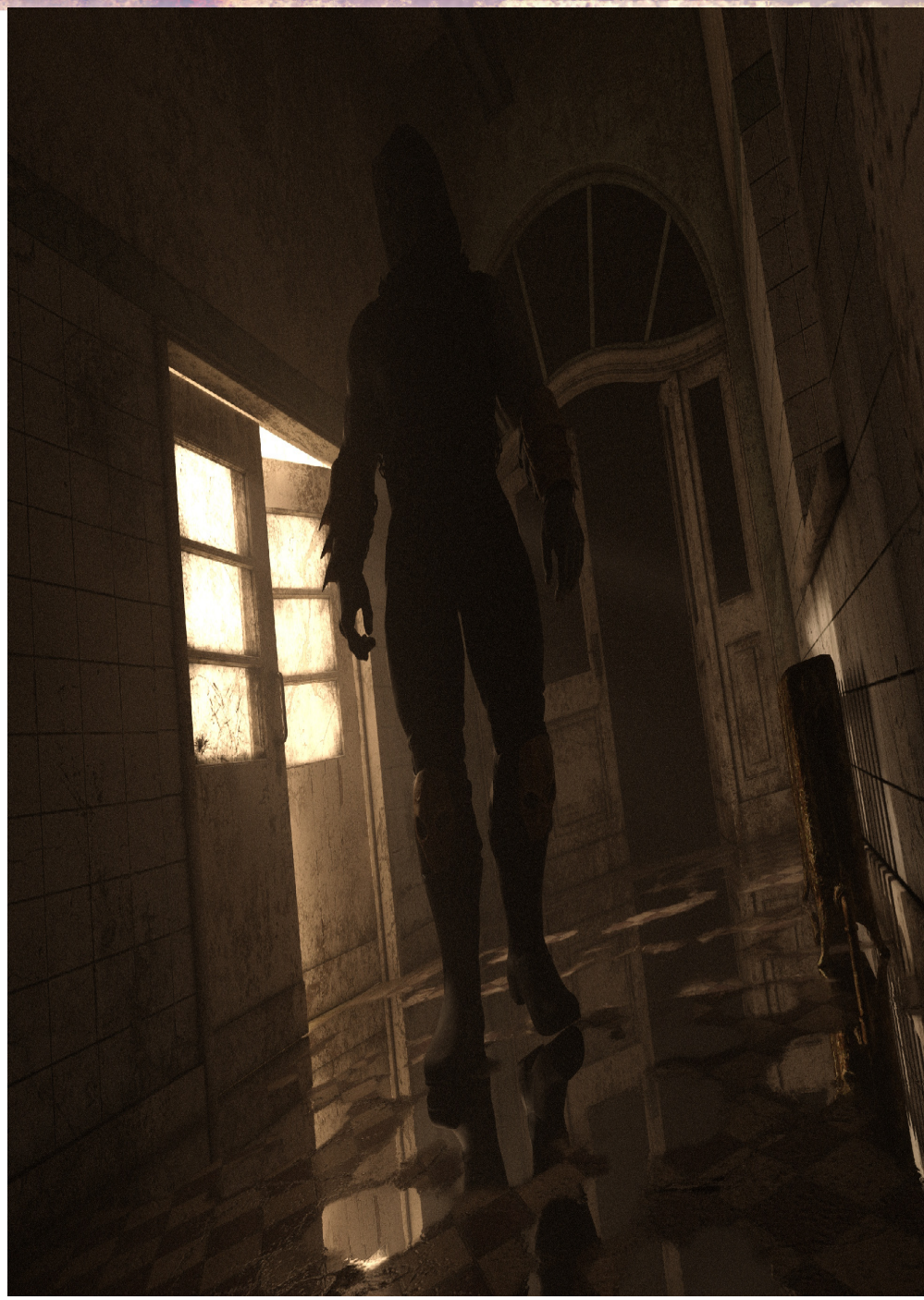
The Chubu Region



THE AGANO RIVER BASIN

Near Kanose, Niigata Prefecture

During the early 1960s, mercury from a circuit-manufacturing company entered the river ecology, bio-accumulating in plants and the river's fish before passing up the food chains to the humans that ate the fish. Birth defects were sadly common throughout the region until the early 1980s, and many of Kanose's women were encouraged by their doctors to seek abortions.

Children that were born in the region were often plagued by horrible defects. However, a small percentage of the Agano River Basin's warped children metabolized the mercury toxins in a different way, and an innate talent for sorcery entered their bloodline. Sorcerers of the *Aberrant, Elemental (earth)* and *Protean* bloodlines remain common in the prefecture.

The spate of abortions in the late 1960s and early 1970s has twisted the region's karma. **The Ubume Empress** and her minion are strong here, and storehouses of mystic artifacts and ritual altars are concealed behind boarded up restaurants and for-sale homes. **Jinzo** and **Ubume** undead often rise from the prefecture's morgue tables, as do **Flawed Yurei** and worse things. Buddhist priests make it a point to bless every female corpse discovered anywhere in the area, just on the off chance she might rise again as Ubume, regardless of age or family status- the occult version of universal precautions.

HIDEYO CIRCUIT COMPANY

Kanose, Niigata Prefecture

The Hideyo Circuit Company went out of business in 1973, and the physical plant has never been sold. Mired in lawsuits and rumored to be haunted, the crumbling, rusting factory looms over the Agano River.

Haunted does not begin to describe the place. Forgotten by mortals, the Hideyo Circuit Company plant has become a gigantic portal to the Black Else. If you can pry an askew door open, it might open into a black hellscape of frozen ice, or deep beneath the darkest ocean of the Black Else. Schools of Jinzo swim through the air. Goblins, giant centipedes, orcs, ogres, oni and proteans of all descriptions call the ruins home, prevented from passing through the rusted out, bent down fence line by flickering and fading Buddhist wards erected in the early 1970s.

The old factory has become the domain- and the prison- of **Etsuki Kane** (NE female Ubume oracle 16/summoner 5). Etsuki died regretting her 1969 abortion, and rose again as

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a blind, pallid thing burdened by the weight of a monstrous fetus, her ever hungry hate-child, *Tatsu*.

The Exorcists of '68 were able to trap Etsuki Kane in the factory, at the cost of two of their number in late 1975, before the group disbanded completely. Most of the survivors think the horrors they saw here were the reason that bitch, **Karen Obake**, went bad.

Were it not for her imprisonment, Etsuki Kane would be the most powerful of all the Ubume Empress' servants in the Earth Realm. Even in her captivity, she is invaluable; the empress sends her minions north to hear Etsuki Kane's prophecies. Should Etsuki Kane ever be freed, the supernatural balance of power in Black Japan would shift, irrecoverably, in favor of the Ubume Empress.

STUDIO SAYAKA GO!

Niigata, Niigata Prefecture

This manga studio is a small collective of animators and manga artists who work out of a converted apartment block. Artists from the studios have worked on every anime-culture fad in the last 5 years, in one capacity or another. They've also helped save the world twice, and preserved the chastity of a few imperiled idol singers. On the whole, the artists prefer working on hentai adventure series than participating in them. The studio's artists only get involved with adventure reluctantly, and usually only when they need a favor reciprocated from Black Tokyo's occult community, but when they do decide to get involved, their contributions are impressi ve.

The studio garners most of its attention because most of the senior artists are talented **Harem Mages**, and are willing to teach their art to anyone with the talent to learn. In exchange for a few years of tedious fill-in art, young manga illustrators learn the basics of arcane lore. The Studio, despite its modest exterior and relaxed atmosphere, is one of the last great surviving 'magical schools', where talented young sorcerers can truly practice their craft.

Doujinishi are nearly as common as human artists at the Studio. The fantastical creatures are drawn to the Studio and similar environs instinctively, like migrating birds. The presence of so many living fantasies warps probability across the whole town of Niigata, making odd occurrences, last second rescues, near misses and million-to-one coincidences part and parcel of ordinary life. The presence of so many Doujinishi also has a negative effect- arcane predators are drawn to the Studio. Many of the artists' adventurers begin with a nightmarish fight for survival against some Black Else-spawned abomination intent on eating one of their new pencillers.

STORYLAND

The town of Niigata has been made strange and wonderful by the presence of so many spellcasters and Doujinishi. The gamemaster might decide that adventuring in or around Niigata is a unique experience, and add the following traits to the region.

- Any character who spends an action point, hero point or Mythic surge in the region can attempt a DC 15 Charisma check. If the check is successful, the character can choose to either retain the resource for future use, though the effect of the expenditure occur normally, or expend the resource but double the numerical benefit (if any) provided by spending that action point.

- Once per day while adventuring in the Niigata region, a character can substitute a Craft (visual arts) check for any single melee attack roll or Initiative check. The region around Niigata has a way of turning artists into heroes.

FLOWER?

Niigata, Niigata Prefecture

Flower? is a third or foruth-tier eroge game company producing visual novels and erogames. The company is almost entirely female, and their ero-games tend to be more romantic and a little bit more realistic and better thought out than the norm. Every member of the staff is a hardcore yaoi aficionado, and are more into solitary fantasy than actual romance. Manic interest in boy's love is practically a job requirement.

Flower? turns out some decent *H-Sim games* and similar enchanted computer programs, though none of the staff have any real occult talent or training. Exactly what turns an ordinary H-game into an occult program is unknown, but considering the Flower? studio is just three blocks from Old Niigata Printing, proximity and luck probably play a big role. Passion too, but that goes without saying.

LEMON SEQUENCE

Niigata, Niigata Prefecture

Lemon Sequence is another one of Niigata's erogames publishers, and they've got an inter-company prank war going on with **Flower?** that's entering its third year. Lemon Sequence produces loli and shotacon H-games that are critically celebrated, politically condemned and usually push the definition of Japan's child pornography laws.

Though the ***Year 11 Group*** of animators and programmers who make up Lemon Sequence's core staff are genial enough otaku, and are popular enough in the Niigata geek

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community, Lemon Sequence is a lot darker place than it seems on the outside. The Year 11 Group has some how managed to capture an **H-Child** demon and bind her on a hospital strap-down table kept in the basement. The animators regularly torture her for information on the politics of Hell and the minds of children, in the name of research for upcoming eroge. If she ever slips free, the H-Child will kill every pre-teen in Niigata prefecture in punishment for the indignity of her torture and capture.

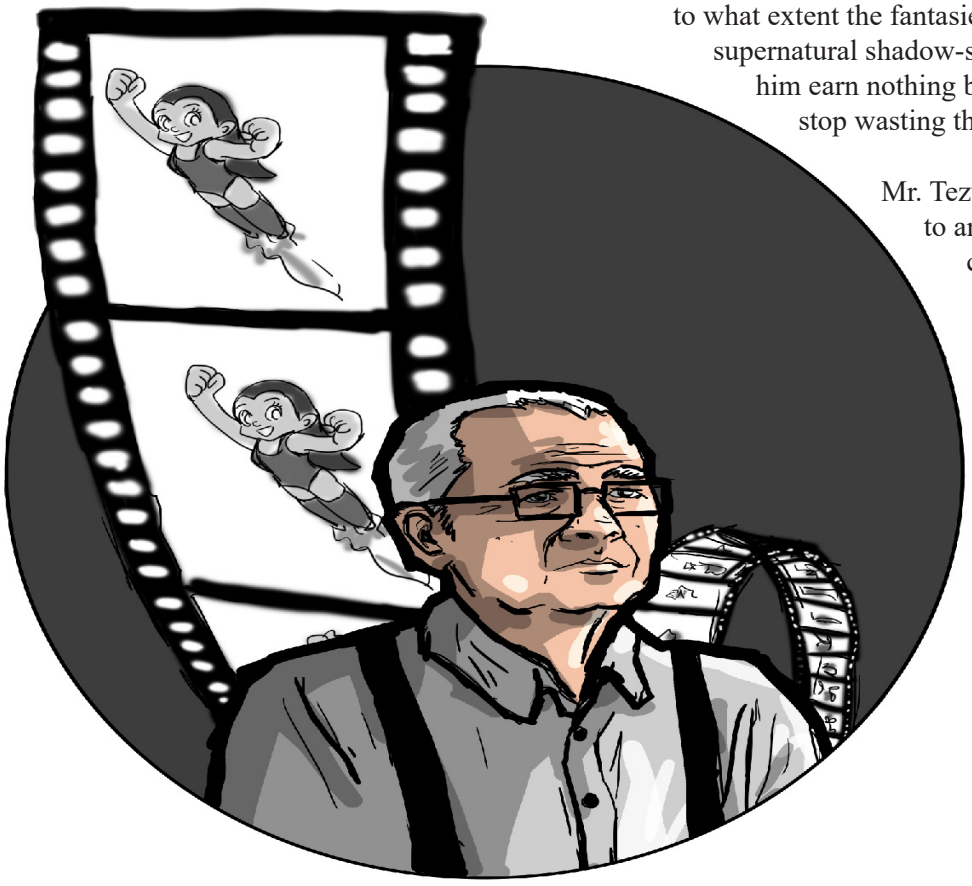
OLD NIIGATA PRINTING

Niigata, Niigata Prefecture

Urushai Abe (NG male heimin Doujinishi Illusionist 13/Harem Mage 10) is one of the oldest Doujinishi in the world. He stopped counting the years after his 300th birthday; he incarnated as the story of a lustful samurai in an early ukiyo-e print. Sometime after his 150th birthday, he realized he wasn't quite a man, and set about becoming one of the greatest illusionists and Harem Mages known to the world. Urushai has crossed to the Tatakama hundreds of times, and is infamous (and highly sought after as a mentor) on both sides of the dimensional gulf.

Urushai Abe has worked as a printer for most of his long, long life, and during the 1950s, he was one of Japan's first animators, a career he's kept up sporadically over the last few decades. Most Doujinishi call Old Urushai 'grandfather', and otaku who know their occult history make pilgrimages to Niigata to leave offerings of beer on his front steps. (Not that they're ever thanked, nor even acknowledged.) He's trained half the Harem Mages and illusionists working today, but very few people know that Urushai Abe once protected his home in Niigata in a much more direct way.

In 1945, Urushai Abe summoned the storms that blanketed Niigata and caused Nagasaki to be selected as the atomic bomb's target instead. Urushai still isn't sure if he forgives himself for that…



ARTHUR TEZUMO'S MAGNUM OPUS

Arthur Tezumo (LG human male Expert 13) was one of the founding fathers of Japanese animation. In 1951, he started producing the cartoon adventures of cute robot hero-girl *Akki Astro* (known in the USA as *The Atomic Kid*) and laid the groundwork for the country's eventual anime boom.

Surprisingly young for his 90 years on this Earth, Mr. Tezumo retired from animation in the mid-1980s. He grew increasingly disgusted by modern otaku culture and the lolicon sexualization of little girls. Mr. Tezumo's disgust only grew when he finally caught a glimpse of Black Japan's supernatural side and the old man began wondering to what extent the fantasies he helped create shaped the supernatural shadow-side of his nation. Fans visiting him earn nothing but scorn and stern warnings to stop wasting their lives.

Mr. Tezumo is working again, unknown to anyone save old **Urushai Abe,** his closest friend and mentor. He's producing a new masterpiece, a new animated vision of the world: a fantasia where women are equal, where men are kind and honorable, where Japan finally lives up to its promise and its shadows are banished at long last. Mr. Tezumo doesn't know it, but he is casting a spell… a spell of such power and potency it will take years yet to come to fruition, and require every single line the old man paints to be perfect.

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If Mr. Tezumo's spell is cast, it will be victory for good. But there are so many things that could abort this great *magnum opus* spell before it is cast. Oni lords who catch scent of Mr. Tezumo's great working and devour his viscera and fingernails, otaku mages who murder their progenitor out of a sense of outraged betrayal, Amakaze-funded animation studios that would gladly spend millions to suppress the new film, or even the chest pains the old man has been hiding from his doctor for three weeks now….

THE UOZU MIRAGE

Uozu Bay, Toyama Prefecture

Uozu is known for its famous mirage, a strange optical phenomenon that occurs out in the bay, on crisp days when the air is strange and right. On certain days during the early spring and late winter, the sea and sky distort, pixilize and stretch unnaturally. Tourists love the weird effect, locals are usually inured to it, and strange things are attracted to Uoza by the phenomena.

Spellcasters born near Uoza are natural illusionists and master manipulators. On days when the Uoza Mirage fills the sky, a torii between Earth and the Tatakama opens far out into Toyama Bay. Tanuki prefer crossing at this gate above all others, and refer to it as the *Pure (Play) Torii* for its relative safety. Most of the local shops, bars and hotels are well aware of the usual Tanuki tricks, and keep a keen eye on Tanuki shoplifters and grifters.

The Cave of the Thousand Year Clam

In the olden days, before the theory of optics stole the magic from the Uoza Mirage, locals claimed their mirage was caused by the strange exhalations of a vast, millennia-old clam buried in the muck of the bay. For all anybody knows the clam is still there, buried in the sludge and sand at the bottom of the bay, or ensconced in a shallow cavern that the region's scuba divers and fishermen haven't found yet.

Young adventurers and Tanuki who dream of striking it rich rent scuba gear and spend long days looking for the ancient clam for one reason: the old legends also say that there is a ***Wishing Pearl of the Dragon King*** gripped within the clam's gleaming shell. A wish! For anything! No wonder generations of searchers have gone broke looking for the thousand year clam and its prize.

A TRUE LEGENDARY CLAM?

So, is there really a clam with a wish granting pearl in its mouth somewhere in Uoza Bay? That's up to the gamemaster… or the whims of fate. Roll percentile dice and see what the true story is.

- **01-33:** There's no clam, and never was. No wishing pearl either, it's all local folklore, interesting but ultimately fruitless.
- **34-50:** There's no clam and never was, but there is a portal to the Tatakama buried in an old sea cave. The *torii* leads to a dangerous, but extremely profitable location in the Tatakama- an ancient oni treasure horde. No wishes, but lots of gold, gems and enchanted weapons for the taking, if you're willing to risk your neck.
- **51-65:** There is a gigantic clamshell buried in mud and sand, with 4d6x10 tiny pearls scattered around, findable with a little searching. Each pearl is worth 6d6 gp.
- **66-70:** There is no giant clamshell, but lots of ordinary clams… and one tiny clam with a shell of pure gold, inlaid with gems, yet still alive. Eating the clam's flesh adds decades of good health to a person's life.
- **71-75:** There's no giant clamshell, but lots of ordinary clams…. And one living steel clam. Inside, there is a random minor magical ring or necklace!
- **75-81:** There's a giant clamshell. Opening it reveals a beautiful sleeping Kami princess, who falls in love with the man or woman who opens the clamshell and swims with her to the surface.
- **82-89:** The thousand year clam is real, but somebody already claimed the wishing pearl! If left undisturbed, a new Wishing Pearl (25% chance of Greater) will form in 1d6 years. Perhaps magical sacrifices to the bay will speed the process or improve the chances of a Greater Wishing Pearl.
- **90-98:** The thousand year clam is real, and so is the wishing pearl. It's a Lesser Wishing Pearl!
- **99-00:** The thousand year clam is real, and so is the wishing pearl. It's a Greater Wishing Pearl!

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TANUKI RUN BUSINESSES IN UOZA

Tanuki make up a small but memorable minority of Toyama Prefecture's daily life. Several of the more industrious or ambitious Tanuki run business throughout Uoza. Dishonest businesses that are into every scam and grift the swollen testicled owner can dream up. Watch your wallet.

PLAYBOY BEER

This back-alley bar is widely promoted by Uozu's department of tourism (because the local Tanuki pay the city council off lavishly). Playboy Beer is probably the crookedest bar in Japan. The entirety of the staff are **Tanuki**, except for a handful of **Hyakki Yokai** hostesses. The bartender/owner is **Fat Ikkaku** (CN male freeter Tanuki Rogue 3), a jolly old prick who's so jovial and such a bon vivant the patrons hardly even mind his watered-down drinks and double charges. Playboy Beer does a bustling business in pickpocketing, hostess club games, credit card fraud and other low rent scams. Fat Ikkaku has a code of honor though: he doesn't fuck with locals and never runs his scams on anybody who's known as a friend of the Tanuki.

PLAY-OFF 3

Play-Off 3 is a pawnshop catering to Uoza's down and out. Like many local businesses (especially the seedier ones), Play-Off 3 is Tanuki owned and operated. **Guilty Binzu** (CG male Tanuki Commoner 6) has run the place for years, and has hired every Tanuki teenager in the neighborhood at one time or another to work the counter. He's fired each and every one for violating one of his many, but unspoken rules of conduct. While Guilty Binzu has no problem fencing stolen swag, nor running any other scam that seems appropriate, he is a genuine friend of the poor. He's made more than one loan on crappy collateral if it would help out a neighbor.

LITTLE PURE LAND ONSEN

This old onsen is a thinly disguised bordello these days. **Gentle Fudo** (CN male Tanuki Alchemist 5) runs the place he lovingly calls LP-LO. He's got a stable of women on staff, mostly veterans of several years worth of prostitution. For all his many faults, he's got no taste for lolicon, preferring mature women. A job at LP-LO is practically a pleasant semi-retirement for a still attractive, 40 something human prostitute. Gentle Fudo is always found lounging in the steamy water with a pair of his girls flanking him, sometimes drumming slowly on his incredibly swollen testicles.

ISHIKAWA PREFECTURE

Ishikawa is a prefecture under siege. Once it was a center for culture and art; noh theater had its origins in the prefecture, and the first true tea ceremony was performed here. In the old days, a hundred different kinds of glazed pottery and gold leaf paper were produced here. Today, Ishikawa is a center for the manufacture of construction equipment.

That's exactly how the Amakaze want things. No thought, no culture, no change, just busy hands laboring and putting yen into their annual profit reports. Amakaze-fronted mega-corps have bought up land and businesses throughout Ishikawa Prefecture. Amakaze bribes have closed art schools, annihilated funding for arts and cultural programs, and opened up a dozen new heavy machine shops for every school that closes.

KENROKU-EN

Kanazawa, Ishikawa

The Kenroku-En is a legendarily beautiful garden preserve, considered one of the most beautiful and historically significant in Japan. The Kenruoku-En is open to the public for most of the year, and is a popular tourist destination due to its natural beauty.

However, the recreated castle at the center of the Kenroku-En is closed to the general public, most of whom believe it's simply a hollow, decorative shell. As always, the truth is far stranger. The castle's doors will only open for those with Imperial Family cultural template. Inside the small castle, it is always spring, and the wooden floors and tatami mats have been uprooted to reveal the warm, black earth. The castle is gutted, an enormous hot-house with flowers unlike any others in the Earth Realm: unique flowers with potent mystical properties. The castle's beams and rafters are strangled with flowering, fragrant vines and the walls are overgrown with moss and kudzu- the place is a riot of color and fragrance.

The strange garden within a garden is tended by the elegant and imperious **Yasuko Narita** (N female Imperial Family human Druid 8), the great-aunt of Crown Princess Masako. She has held this position since 1981, and served the Imperial Family well here. Under her guidance, members of the Imperial Family have access to unique botanicals that can heal wounds, cure disease, break curses, end demonic pregnancies, bestow wisdom or even raise the dead. She will only release such botanicals to members of the Imperial Family, and only for their exclusive use.

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A nameless small city in Ishikawa Prefecture

One of Ishikawa's small cities lost its name sometime during the prefectural reorganizations of the mid 1980s, and with it, its destiny. Nobody can quite remember what ???? used to be called- the name is right on the tip of their tongue, or blurry and water-stained on old documents and outdated drivers licenses.

???? has shriveled over the years. Businesses shut down, people moved away, and nowadays, empty houses outnumber full ones. The nameless city has become a haven for criminals on the run. Yakuza too hot to hide anywhere else suffer through a long and very boring exile here, drinking at the one bar that's still open in a place where nothing important ever happens.

Five Enigma Ninja clans call ???? home, though most train in forest dojos where things are more real, more tangible than within ???? itself. Enigma Ninjas are one of the last ninja clans present in the modern world, and they hold to the old ways, albeit slightly modified to take the realities of the 21st Century into account. The five clans compete fiercely, and each has a single area of special expertise. The Fire Enigma are hackers without equal and thrive on blackmail; the Void Enigma favor assassination and military sabotage. The Leaf Enigma excel in corporate espionage. the Metal Enigma are skillful swordsmen and gunsligngers, while the Water Enigma are equally adept with spellcraft.

The Five Enigma Ninja clans are governed by **Old Fox Takuma ????** (CN male ninja Kitsune Rogue 12/Wizard 4/Arcane Trickster 5). Takuma (with the help of some judicious bribery and governmental corruption) stole the town's name back in the 1980s. Doing so created a perfect sanctuary for his clans, and for Yakuza who pay Old Fox Takuma a lavish fee to hide out here. Old Fox Takuma keeps the hidden name concealed somewhere in his bedroom.

Local children often mount expeditions to Old Fox Takuma's small home in hopes of finding the lost name. Takuma makes sure the traps protecting the name are painful and humiliating, but non-lethal. The bravest and cleverest children are offered membership in one of the **Five Enigma Clans.**

ADVENTURING IN ????

- Spellcasters must succeed at a caster level check to cast any divination spell or use any divination spell-like ability in ????
- ???? and its residents are treated as being under a permanent *nondetection* and *undetectable alignment* effect as cast by a 20th level caster.

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???? BLACK FORGE

The records are long-gone, of course, but the ???? Black Forge might have been producing katanas using traditional techniques years before Mushashi ever picked up his first blade. Then again, the forge might have opened three weeks ago, staffed by a bunch of sword geeks. Either way, the ninja of ???? don't care.

The ???? Black Forge is the domain of master sword smith **Nobu** (LN female ninja Kitsune Expert 8/Rogue 3/Wizard 1), a twin-tailed Kitsune with almost unnatural patience and attention to detail, at least where the forging of fine Japanese steel is concerned. For hours on end, the only sound from the forge is hammering and the roar of charcoal fires, overlaid with the high-pitched squeal of J-pop. Nobu can forge incredible blades: she favors katana, of course, but can forge custom daggers, star knives and shuriken, including subtly enchanted weapons. She stamps a maker's mark that is a functional QC code into each and every blade she forges and keeps a database of her enchanted weapons.

In addition to Nobu herself, a variety of apprentice smiths, some human, others Kitsune work the forge. Just like their masters, they are all obsessive sword-geeks, who track the win/loss records of the weapons they forge and compare stats like baseball fans in the spring.

WASAKA BAY

Tsuruga, Fukui Prefecture

Wasaka Bay is ringed with multiple reactor complexes, which tower over the long curve of the bay in an almost elegant manner. Fourteen nuclear reactors- including five advanced fusion reactors- encircle Wasaka Bay and provide power to the entire region.

The Wasaka Bay reactors are well protected by the Japanese Ground Self Defense Force. The entire region is a confusing maze of restricted access areas, one-way streets, security checkpoints and durable meta-material protective walls. A small Assault Witch detachment **(the 205th Fukui Air Operations Wing)** has been permanently deployed to Fukui Prefecture, as the reactor complex has been assaulted by **mixed fleets of Abyss Quirks and Mirages** on several occasions. One of the eastern cooling towers still bears the scars of the last assault- a diagonal slash made by a powerful cold laser that sheared off a good section of the concrete funnel.

Though **Firefly Yokai** are most common in Hiroshima and Nagasaki, a dangerous handful have migrated to the Wasaka Bay industrial zone, attracted by the lethal radiation just waiting to be unleashed at the heart of each reactor.

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FUKUI PREFECTURAL DINOSAUR MUSEUM

Fukui, Fukui Prefecture

Though obscure outside of Japan, this paleontological museum hosts not only an outstanding collection of dinosaur fossils, eggs and other material, it also contains one of the finest collection of preserved *yokai* and *oni* in the world. The museum's deep pools of shadow are broken by brightly lit display cases containing mummified kappa, fully articulated Ironclub Oni skeletons and the beautifully taxidermied corpses of a trio of Kitsune geisha slain during the 1860s and still as seductive as ever, even in eternal repose.

The ground level of the museum has a dense glass floor, looking down into a deep well of preservative fluid. Beneath the class is the preserved corpse of something from the Black Else, an unholy hybrid of whale and squid and human penis. This long dead monstrosity is so disturbing that the museum rarely displays the creature, keeping the leviathan hidden between retractable wooden panels that slide into place. Researchers wishing to study the enigmatic **Othosk Bakakaiju** must make special arrangements with the curator to do so after lights out, when the museum's ordinary visitors leave for the evening.

The musuem's curator is **Dr. Shin Kagomi** (NE male Human Summoner 14)**,** a cheerful and hardworking, sun-weathered man in his late 40s. He is more comfortable digging for dinosaur bones in the Mongolian badlands than handling administrative tasks, and leaves as much of the day to day running of the museum to his bevy of attractive interns as he can get away with. Dr. Kagomi is one of the few modern practitioners of the Summoner's art. His *feral soul*, as he refers to the god-beast he commands, is known as *Kosias the Lazy*, a hulking dragon-like beast with lime green and aquamarine scales that can breathe out intoxicating vapors to defend its master.

Dr. Kagomi has trained a handful of other Summoners over the years, including his spoiled daughter **Mitsuru** (N female gyaru Human Summoner 3) and her god-beast, *Succubus Blaze*. Both Kagomis are bold adventurers, who have sold countless artifacts and the occasional fossilized oni to Amakaze paymasters. They often act as a broker and information conduit for other archeologists and historians looking to sell off a particularly valuable find.

NOBLE DRAGON, INC.

Fukui, Fukui Prefecture

Noble Dragon Inc. is one of the newest and hippest of Black Japan's occult sex-toy manufacturers. Noble Dragon products are extremely popular in fetish porn web-shows from around the world, and are big enough and intimidating enough to practically be performers in their own right. The idea behind these massive, girthy dildos are simple- imagine what a dragon's cock might look like and cast that out of hypoallergenic silicon.

What most mortals fail to realize is the silicon phalluses are anatomically accurate, and exactingly researched. Their creator, and the founder of Noble Dragon Inc (which is only a little bigger than the one woman shop it started out as) is a half-draconic sorceress, fascinated by her heritage and with some serious daddy issues where male dragons are concerned.

Yuki "Yu-Yu" Ryu (LN female human gyaru Sorcerer 7/Dragon Disciple 2) spent most of her wasted college years at the Prefectural Dinosaur Museum, sketching the preserved dragon reproductive organs kept in one corner of the basement. After graduation, she made the first of several trips into the Tatakama to intimately examine live specimens.

YANARI PUBLISHING HOUSE

Echizen, Fukui Prefecture

The city of Echizen is home to the rather seedy **Yanari Publishing House**, which sells pornographic newsprint scrolls and pamphlets that come to holographic life for an hour or so. The Yanari Publishing House is operated almost single handedly by **Kotone Yanari**, a foul-mouthed and irritable woman in her 80s (at least) who has been making illusion-wrapped porn since the Occupation. Yanari (LN female burakumin human Illusionist 6) gets scraps of cheap paper from the paper maker's co-op next door, which she'll occasionally enchant to more noble ends than some otaku's jerk-off pleasure.

NOBUNGA'S LOST TREASURES

Mihama, Fukui Prefecture

This private vacation spot is supposedly the site of an ancient cache of mystical artifacts. According to local rumor, the famed warlord **Oda Nobunga** spent a night in the village recovering after an important battle. To thank the locals for their hospitality, he had his men construct a meditation garden within the local castle. If the kids' stories are true, a fortune in lost treasures of Old Edo are buried somewhere beneath the garden.

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Whether the rumors are true or not, the castle garden (now part of a museum complex) includes a *torii* to the Tatakama, hidden within the gnarled branches of a truly ancient cherry blossom tree. During warm nights of a new moon, the *torii* is safest; at all other times, its destination wanders among the most perilous places within the Tatakama.

THE KUROHITO CLUB

Kofu, Yamanashi Prefecture

The Kurohito Club is a place for wealthy sadists who've grown bored torturing POETICA pets. Hidden in a modest office tower, few of Kofu's residents even suspect The Kurohito Club exists. Deep inside the gnarled, convoluted corridors of the corporate tower, captive women hang inert, lifeless yet alive, suspended by a web of life support cables that feed nutrients and drugs into their bodies. The Kurohito Club's victims are chosen from the ranks of teen girls who seek, but fail to find the Hanging Academy. Instead of death and enlightenment, they find torture and a cruel, medically-induced suspension between life and death.

Because the cybernetic demons (use the *Mecha-Oni* statblock) prey on mortal girls the students of the Hanging Academy consider sisters, the Kurohito Club's secrecy is a necessity, as are the legions of security demons and bio-tech horrors (use *Oni-Marrow Elite, Flesh Mother or Bio-Stalker* stat-blocks) guarding the tower. The Kurohito Club has been the target of both the Eyrines Sisterhood and individual Goryohime several times in the last few years.

Membership in the Kurohito Club is a perk of mid-level employment with an Amakaze-run *zaibutsu.* Newly promoted managers might drag their office mates out for a night of torture/snuff and cheap sake instead of the expected post-work karaoke crawl. Salarimen with an exceptionally cruel imagination find their careers fast-tracked, those who show the faintest hesitation about murdering comatose little girls don't leave the building alive.

THE SUICIDE FOREST

Aokigahara Forest, Yamanashi Prefecture

Nestled against **Mount Fuji**, this old growth forest is possibly the most haunted place in an already ghost-scarred nation. Since the publication of the famed novel *Kuroi Jukai (Black Sea of Trees)* in the mid 1950s, hundreds have committed suicide in the forest's dark and serene environs. The myriad solitary deaths- most by hanging- among the trees have worn a hole in the fabric of reality. The roots of the **Great Tree Ygrassydl** are entwined with Aokigahara's roots. On cold nights, visitors to the forest can catch a glimpse of the impossibly huge tree rising far above the forest's branches, though for most, it is a mere trick of the stars and the fog….

Girls following their hearts to the Hanging Academy step out of their mortal lives here in the quiet forest. A special few become **Goryohime** but ordinary mortals who've chosen suicide become unwitting sacrifices to the Tree here. **Kijimunna** who have chosen suicide and a return to the Tatakama's endless twilight make the same trek humans do, and masturbate to deadly orgasm in the forest's **Wind Cave** with a sacred steel phallus that has been used for this purpose since the 1800s.

Aokigahara Forest is a sacred grove for guardians of cosmic order; **Kitsune** escort the souls of suicides to their new place in the great wheel of karma. **Futakuchi** angels materialize in the Earth Realm in secret clearings. **Akaname** zombies prowl the forest, licking the suicides clean of the feces they loose as they kick and strangle, and mutilating treasure seekers come to rifle through the purses and wallets of the forest's many suicides. The

Will She Rise As Undead, Or Will She Just Die?	
6%	Base Percentage Chance of Rising as Goryohime After Commiting Suicide by Hanging
+10%	If the girl is Japanese
+10%	If the girl is class president of her graduating class at the Hanging Academy
+5%	If the girl is non-Japanese, but speaks the language fluently
+5%	If the girl has had the Noose Dreams (dreams of erotic suicide by hanging with occult significance and obvious symbolism of the Great Tree)
+5%	If the girl is a senior class officer of her graduating class at the Hanging Academy
+3%	If the girl is in the top ten percent of her graduating class at the Hanging Academy
+3%	If the girl has a sister who has already risen as Goryohime
+3%	If the girl commits suicide by hanging during the Winter Solstice
+1% cumulative	Per point of INT, WIS and CHA scores above 12
+1%	If the girl is trained in ballet and/or traditional Japanese martial arts
-5%	If the girl commits suicide by hanging anywhere other than the grounds of the Hanging Academy or Aokigahara Forest

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forest's anonymous Akaname caretakers are treated with more respect than normally afforded their kind; even the normally severe Futakuchi passing through the forest might share a rare smirk at the sight of a lone zombie lovingly licking clean the suicidal dead.

OPTIONAL RULE: THE GAMBLE OF THE NOOSE

Player characters who choose Goryohime as their race have already beaten the odds. They, unlike dozens of other mortal noose-dreamers returned from death with sanity and soul intact. If a player wishes to become Goryohime in game, it is usually handled by game master fiat, but those of you wanting a more concrete methodology for the transformation can use this percentile chart. This chart is heavily weighted in favor of player characters who actually attend and graduate the Hanging Academy, but even in the case of a pure-born Japanese girl who is not only Class President but an intellectual powerhouse, with every occult advantage in her favor, the odds do not get much better than 50%. The true and forever death is still a very real possibility for even the best prepared candidate.

THE FOREST'S GATES

The entire massive forest is a semi-permeable membrane leading to the Tatakama. A character visiting the forest can attempt a DC 30 Knowledge (theology & philosophy) check can intuit the exact location of an open *torii* to the Tatakama within a 1,000 ft radius of his current position. If the character succeeds on the check by 5 or more points, the *torii* is semi-stable. It will remain open for at least 24 hours, and allow passage between the worlds in both directions. Otherwise, the portal closes soon after the character arrives in the Tatakama, and the traveler must find another path home.

A character who has fallen to 0 HP and unconsciousness due to strangulation within the bounds of the forest receives a permanent +5 insight bonus on this check… assuming that character either recovers or returns to existence as some kind of undead.

It requires a DC 22 Knowledge (arcana) check to discover a path to the Hanging Academy itself. Goryohime automatically succeed on this check, and if they provide detailed directions to another character, that character receives a +3 bonus on the check to discover the Hanging Academy for the next week or so.

This check can be retried once per day of searching. Any character who has lost a female relative to suicide by hanging receives a +2 insight bonus on the check.

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THE HANGING ACADEMY

Aokigahara Forest, Yamanashi Prefecture
Uniform Colors: Black with purple trim and a black and purple checked skirt. Accessorized with a white silk scarf or silken ceremonial noose.

The **Hanging Academy** is a half-world place. A gate leading to this eerie, cold school is found somewhere within Aokigahara Forest; **Goryohime** can see the path to the Hanging Academy as clearly as runway lights, though living, breathing humans can only find the path through luck or chance. The ghostly school features prominently in the noose-dreams that call Goryohime to their death and rebirth.

The Academy takes the form of a modern, but shadowy high school, whose well manicured grounds include several ancient trees. The bodies of undead and truly dead school girls hang from these trees- performing the hyper-sexualized choking ritual that grants the students their weird powers.

SCHOOL "LIFE"

The Hanging Academy is a Western-style high school, rather than one based on Japanese educational norms. Unlike most Japanese high schools, the school's students move from class to class throughout the day, and have a little bit more freedom than most Japanese students. The Hanging Academy officially teaches girls in 10th, 11th and 12th grade, though younger girls are unofficially enrolled as apprentices or acolytes to older students or facility members.

The Hanging Academy holds classes all year round- its student body consists purely of undead and the occasional lucky mortal necromancer. The school year runs from April to early July, with a short break until late August when classes resume for the winter. Most Goryohime students 'live' at the Academy year round, having severed ties to their mortal families and former lives.

The Hanging Academy's uniform is black with rich purple trim, and students cover their rope-burned necks with white scarves or silk cord. Unlike the Clovers University, the Hanging Academy has a dismal relationship with Black Japan's occult professionals. Chrysanthemum Seven considers the school's mysterious "Principals" to be a threat, and Police Section Seven spends all too much time investigating the disappearances of troubled girls lost to

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their noose-dreams. Despite this mistrust, the young women of the Hanging Academy have aided Black Japan's heroes during troubled times, and will surely do so again. Though necromancers and ghosts, the Hanging Academy's student body are fundamentally heroic.

The Hanging Academy is administered by a collective of elder Goryohime known as **The Principals**. There are always at least three, but no more than nine Principals. These mysterious women must have seen at least a century of unlife, and hide their faces beneath modified *noh* masks that reveal their erotically scarred throats. Each Principal wears a silver tree pendant upon their breast, symbolizing the Great Tree they were reborn beneath.

Like mortal high schools, the Hanging Academy hosts several clubs and student associations. Most Goryohime students belong to at least one of these clubs.

- *The Eyrines Club:* Unafraid of death and almost welcoming of pain, especially bold young Goryohime are apprenticed to Eyrines Sect heroines. Members of the Eyrines Club learn to fight, master guns, and protect mortal women and girls from Black Japan's many sexual and supernatural predators.

- *The Fortune Telling Club:* Students in this club learn the arts of divination by a variety of methods, including seeing oracles in the death spasms of a strangling fellow student.

- *The Hypoxian Ballet Company:* A small but well-disciplined ballet troop comprised entirely of juniors and seniors at the Academy who have already died and returned. The ballet company takes inspiration for their avant garde dances from the spasms of students hanging in the noose. They often perform for wealthy and cultured members of Japan's occult community, making day trips and performing recitals for Tokyo's most elite occultists some of whom are Amakaze affiliated, members of the Diet and even the students of other magical schools such as Tanso Middle School, Clovers and the Monster's Juku.

- *The Mortal Assistance Club:* The most adventurous students at the Hanging Academy belong to this club. They often take field trips to various mysterious and eerie sites around Japan, assisting in exorcisms and field research. The young yet deathless girls are often apprenticed to the elderly and all too mortal Ghostkiss Investigators in **Momonjii Cemetery.**

- *The Psychology Club:* The members of this club are tasked with preventing distressed mortal girls who have not experienced the noose-dreams from committing suicide, but conversely help girls who have experienced genuine noose-dreams begin their unlife.

- *The School Administration Club:* These girls help their teachers and the Principals in the day-to-day running of the school. The cleverest become personal favorites of the enigmatic Principals and learn advanced necromantic secrets.

Mystically gifted human girls also attend the Hanging Academy, and more than you'd expect graduate with their lungs still full of breath. Every student who finds her way to the front gate enters with the intention of dying on the noose, but not every student goes through with the ritual suicide. Some simply lose their courage after watching a senior student undergo her own asphyxiation; most flee, but a few remain, learning other aspects of necromancy and divination.

Other candidates stop having the noose dreams soon after arrival, an omen that the Great Tree demands a different sacrifice and service from them. Dream interpretation and the reading of omens both obscure and obvious shape the fates of the teenage girls who study here.

While Goryohime make up the majority of the student body, and mystically gifted human girls a substantial minority, other races occasionally study at the Hanging Academy. Every few years, a Kitsune or Kami, or someone a little stranger, is part of the graduating class. Sometimes, an Akaname is clever and pretty enough to study here, exploring the scatological aspects of death by hanging and suffocation.

THE GROUNDS

The Hanging Academy sits in the heart of Aokigahara Forest, and the dark trees press close; the land for the Academy wasn't cleared in any traditional sense. Instead, school facilities were built within natural clearings, and narrow, winding trails wind between dorms, class rooms, shops, outbuildings and a cafeteria that primarily satisfies the hunger of undead girls.

Several of these trails are stable *torri* to the forests of the Tatakama. A student can walk between worlds at sunset and just before dawn, emerging at the base of the Great Universal Tree.

The school's grounds sprawl across several acres, and new students can spend their first weeks, just discovering new buildings in some obscure clearing far from the main campus. Occasionally, even senior year students still discover some strange building or forgotten shrine somewhere within the forest. Structures and campus layout

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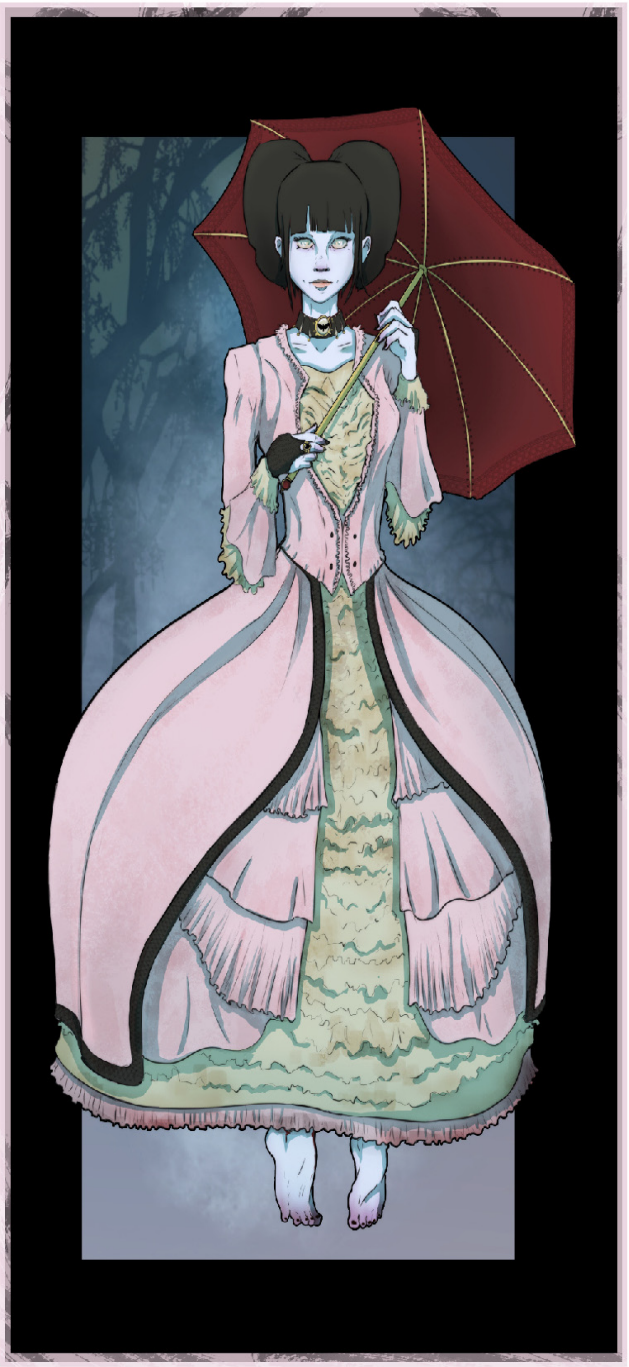
shift sometimes, as if in a dream. Most campus facilities are built in a faux Victorian style with a gothic ambience. The dorms, cafeteria and most classrooms are ancient brick, with the mantles carved with dark bas relief sculpting, of noble-born girls dying on the gallows. Other buildings are in a more traditional Japanese style, hinting at a much older incarnation of this strange school that was supplanted, but never quite forgotten.

SCHOOL FACILITIES

Life at the Hanging Academy is surprisingly luxurious, though between classes, adventures and the occasional death and resurrection ritual, the students have little time to vegetate. The dorms are five stories; each girl has a small cloister dominated by a four poster bed and pairs of girls share a bathroom. Students bathe at a traditional *onsen* deep within the forest. Senior class students fight for spaces in the newest and largest dorm, because unlike the other dorms, it has (extremely slow) wireless internet and phone service that works at least two days out of every week, allowing the easiest contact with the outside world.



The school's commissary is open at all hours, staffed by **The Tigerbowl Clan,** a family of rare *Iron-Pot Oni* tamed by the school's principals long ago. The Tigerbowl chefs, grotesque and surly as they are, revere the school's Goryohime, and have an utter, religious certainty that the continued sacrifice of human children to the Great Tree maintains balance and purity in this universe. They have their work cut out for them, as even though Goryohime don't really need to eat, their transition to undeath has done nothing to quench their ravenous appetites.

The commissary is the center of social life at the school and is never really empty, though in the slow hours of the night, the cafeteria might be empty save for a lone Goryohime studying …or a single human girl, considering and reconsidering the vow of suicide that has brought her here. In either case, the girls are watched dispassionately by bored Tigerbowl Oni chefs that never leave their stations behind the gleaming stainless steel counters.

THE BLACKEST BRANCH

The Great Tree Ygrassydl stretches through all times, all places, all realities. One of its infinite branches is present in the Earth Realm, and it takes the form of an ancient and impossibly huge oak, which seems to tower at least twice the height of the forest's other oaks during daylight. At night, the Blackest Branch's pinnacle disappears into the blackness, tree and sky and stars becoming one.

The Blackest Branch is black and seemingly rotted, as if the tree had long ago been struck by lightening and left to die, but the tree still survives. Each spring, new green shoots and leaves emerge from the blackened, splintered limbs, growing in mad patterns. Flowers erupt randomly in the spring, blooms of every genus and species covering every inch of the lower branches, sheltered beneath the thick, upper boughs. Tatakama growth, flourishing without true sunlight. Somehow.

The girls of the Hanging Academy decorate the tree year-round, winding colorful ribbons and rainbow robes, splattered with the blood of abraded teenage throats around the trunk and limbs, along with bells, crystals and trinkets, gohei and cell phone charms. In the spring, the tree almost

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looks cheerful. In autumn and winter, with the black skeleton of the tree buried in deep Japanese snow drifts, it simply looks surreal.

The Hanging Academy is built around the Blackest Branch and students commit their ritual suicides in its shadow. The Branch is centrally located, and the dorms of the youngest, still mortal students have a clear view of the great, moribund tree.

The Blackest Branch is a place of potent magic. Not even the Academy's Principals know all its secrets, but some of the mysteries of the Blackest Branch include:

- Invisible beings approaching the Blackest Branch are outlined in blue flames that do not burn, but dispel their invisibility within 100 ft of the trunk.

- A still living student of the Academy can sacrifice her life (possibly rising as Goryohime, but most likely not) by hanging. If she is left suspended for an entire night, with the body of a deceased human dead less than a day beneath her swaying feet, the corpse may be returned through life by *true resurrection.* The students only ever offer this sacrifice to restore especially beloved neighbors to life. Despite requests by those in the know, this 'very special classroom project' only occurs once or twice a decade.

There are at least three stable *torii* can be found in archways formed by branches or in gigantic boles within the wood. They all lead to sites within the Tatakama.

- One leads to a safe village built around an onsen whose inhabitants dote on their undead 'neighbors' and offers Goryohime a place to unwind after finals.

- Another leads to a dark village where 108 burakumin were lynched unjustly, and crime has gone so far, unpunished. Curses and injustice mar this place.

- The final known gate opens against a windswept precipice, home to a single gnarled tree jutting out from the cliff side, where the first Goryohime in all the realms was reborn as undead.

THE CHAPEL OF THE GREAT TREE

The schools chapel is a small moss-covered stone church lit only by the dappled sunlight streaming through ornate stained glass windows and fragrant candles made from corpse fat. The chapel is dedicated to The Great Tree itself, the great pillar of cosmic order, semi-anthropomorphized into a vague goddess. The chapel's doctrine is a combination of ancient druidic secrets, particularly those necessitating human sacrifice, and strange interpretations of Norse mythology, particularly legends about Odin's voluntary torture on the World Tree, in search of wisdom.

Attendance at sunrise services each Sunday morning is mandatory for 10th and 11th grade students. Most senior students attend at least irregularly. The Chapel's senior priestess is **Revered Mother Kichijoten Sudo** (LN female Goryohime White Mage Cleric 11). She was reborn as Goryohime over 125 years ago, and has served the Great Tree ever since, though her faith is starting to waver. She no longer recognizes the modern world and is scornful and dismissive of modern Goryohime, their pop culture, and their interests. She wonders if she should have lived and died a mortal woman, and had true children of her own, rather than service to the Great Tree.

The students have sensed Mother Sudo's wavering commitment. Some have tried to cheer her up, which only worsens the situation. Others have come to her with their own doubts about their impending sacrifices- as a result this year's graduating class will include more living girls than ever before, and nobody is sure if that will be a good thing for the Academy in the long run, or not.

Five small Shinto shrines, each dedicated to a different local kami of death, suicide, rebirth, the woods or the air, are arranged radially around the Chapel of the Great Tree, like fingers around the palm of a hand.

Clerics who study under Mother Sudo often choose the Great Tree as a patron. The Great Universal Tree is also known as Ygrassydl, in older myths, and is worshipped throughout the Tatakama, and the endless Multiverse, as the axis upon which the universe turns.

- Oracles who study at the Hanging Academy often learn the following mysteries: Bones, Heavens, Lore, Nature.
- Oracles often suffer the following curses: Clouded Vision, Haunted and Tongues.

THE GREAT TREE

LN Greater Goddess/Philosophy
Domains (and Associated Sub-Domains): Darkness (night), Death (undead), Knowledge (memory), Magic (divine), Repose (souls), Rune (both)
Favored Weapon: Nine Section Whip

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HIROSHI MATSU

Hiroshi Matsu (LE male noble Kami Witch 16) is a portly philanthropist who sports an eye-patch (he lost the eye to cancer several years ago, according to his press packet), and donates to dozens of native charities, and sits on the board of several colleges. Mr. Matsu is one of the best friends to the Hanging Academy, and has helped local police cover up the Academy's deaths and disappearances for many years. Using a fortune earned in global shipping, and connections to the Amakaze's board of directors, Matsu is responsible for many of the facility upgrades in recent years.

Mr. Matsu always attends the 'Graduation Ceremonies', where girls die at their end of their terms at the Academy, and new Goryohime are born. What the Academy does not know is that Hiroshi Matsu is some lesser and greedy aspect of the **Norse God Wotan.** The sacrifices of the students, by hanging upon the **Great Tree Ygryssydl,** mimic Wotan's own torture on the tree. Each death increases Matsu's own power and considerable wisdom incrementally, without requiring the fat, one-eyed manipulator to risk anything himself.

THE OSSUARY

The Goryohime are an immortal race, but they are not unchanging, and they are not immune to boredom. The oldest members of the race have walked the world since the 1300s, and some have succumbed to ennui. Few Goryohime ever choose suicide again, valuing their unlives very highly, but many become tired of the world. Those wishing to retreat from the world enter a vast subterranean mausoleum beneath the Academy's chapel. These elder Goryohime allow the school's chaplain to bind them with strangling cords and burial shrouds that place them into eternal slumber.

Thus bound, these dormant Goryohime can sleep for centuries. Their minds wander the branches of the Great Tree, and they often discover new revelations about their race and its destiny. Meanwhile, whatever aspects of their current era that they despise pass away. When the elder Goryohime ends her torpor, whether in a year, a decade or after five centuries, she emerges from her long sleep mentally reborn, with a renewed zest for unlife. **Revered Mother Sudo** is seriously considering entering the Ossuary, if she can find a competent shrine-maiden to take over her duties... though she worries that too many unprepared human girls will become Goryohime in her absence, without proper consideration.

ROYAL HOTEL AOKIGAHARA

Near Aokigahara Forest, Fujiyoshia, Yamanashi Prefecture

Royal Hotel Aokigahara is a relatively tiny, Japanese style inn that is owned by Daiichi and Kumiko Seito, who have run the inn since the 1980s. A few years back, the Seitos renovated the Royal Hotel with small karoke rooms for rent and a dance floor, added cheeseburgers to the menu and started hiring DJs on the weekend. They made the rural inn a hangout spot for local girls- both living and dead. Just before the renovations, the family's eldest daughter **Miki Seito** (LN female gyaru Goryohime Acolyte 2) became a hanging ghost in the forest nearby. The renovations were a way to keep Miki and her new undead girl-friends close as she attended the Hanging Academy.

The Royal Hotel Aokigahara is still popular with the local Goryohime, even a decade after Miki graduated. Girls who have the noose dreams congregate here, and get their first glimpse of undead school-girls eating *udon* noodles and texting. Though purely human and totally mundane, the Seitos are comfortable around undead and as knowledgeable about the Great Tree (their aprons have a great tree logo) and the Academy as the living can be. They give good advice to the undead girls, and have convinced more than a few undecided girls to stay alive. Never the less, the hotel's in-house restaurant is papered with instant photos of the girls who died (and the smaller subset of girls who rose again) in Aokigahara.

RAMAT MONASTERY AND CEMETERY

Near Aokigahara Forest, Fujiyoshida, Yamanashi Prefecture

The Ramat Sect maintains a fairly small monastery on a hill overlooking the Black Sea of Trees. This drafty old stone monastery is home to a single abbot and a few assistants that the Ramat Sect assigns on a rotating basis. The monastery is little more than a shrine, a storage cellar and humble living quarters for the abbot. The current abbot has held the position since the early 1980s, when he lost both his leg and his bonded Goryohime partner to the worst of the **Corpse Gallows** prowling the forest. **Yasuo Gongen** (LN male human Bonded Cleric 10) tends the monastery reluctantly and still prays for a chance at vengeance against the infamous *Seven Rope Strangler.*

The monastery itself is dwarfed by the over-crowded, maze-like Shinto cemetery behind the stone walls and iron gates. The ashes of Goryohime who fall in battle on behalf of the Ramat Sect are interred here, just a handful of miles from the place they became undead.

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CORPSE ANGELS

Fujiyoshida, Yamanashi Prefecture

Corpse Angels is a fashion boutique a long bicycle ride from Royal Hotel Aokigahara (no bus runs along this route), owned and managed by **Ran Ajari** (LE female Goryohime Alchemist 1/Smart Hero 9). Ajari-sama attended the Hanging Academy during the early 1930s, at a time when the Imperial authorities were actively trying to destroy the school. She is beloved by modern students, and stays up to the second hip, despite her un-living age.

Ajari manufactures fine magical clothing which she sells for at least twice market value, and is still backed up on orders. She also mends and modifies Hanging Academy uniforms for free, and sells cheap, cute non-magical accessories. Though she carries a TUA license that proclaims her a legally non-predatory undead, free to exist and protected by Japanese law, **Police Section Seven** has been looking for a justification to take Ajari out since 1982.

In '82, Ajari started publishing a best selling and beloved series of children's books- *The Adventures of Ghost Ricca*- marketed to girls about 5. Police Section Seven has tried and failed many times to get the series banned, because the *Ghost Ricca* stories include memes that spread awareness of the Great Tree and may call some girls to suicide at Aokigahara. Ajari-sama's powerful allies in the Diet and business community has kept the morbid children's book series on the shelves, and protected her from the usual sort of police black-ops used to remove troublesome undead.

PREFECTURAL POLICE CENTER

Fujiyoshida, Yamanashi Prefecture

Law enforcement for the Yamanashi Prefecture is handled out of a modern but cramped concrete building sandwiched by Fujiyshida's train and bus stations. Their duties are those shared by any rural law enforcement officer, except they have to cover up the suicides or disappearances of hundreds of girls from all over Japan (and to a lesser extent, the world) as well. The prefectural police have known about the Hanging Academy since before Tokyo was Japan's capital, and while emperors, prime ministers and Diet members have come and gone, the Academy remains.

Over the years, many local chiefs have kept the secret either out of fear of the Principals or the Tree itself, or out of greed. The Principals reward those who keep their silence lavishly, and in ancient gold. That's not the case with the current chief.

When he was nine years old, **Police Chief Kaito Naigaki** (LG male human Fighter 5) was struck by a car and killed. The sacrifice of a Hanging Academy freshman bought

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back his life, and he's repaid the debt ever since. He knows the Academy is a benevolent force in this universe, and though not obviously religious, unconsciously worships The Tree. However, having to lie to parents seeking clues to their missing daughters' whereabouts month after month and year after year is taking its toll. He's tired of denying the Academy's existence, and sick of lying about the Prefecture's true nature.

He's thought more than once about going to sympathetic figures in the occult community and the media, telling the entirety of the truth. That path might destroy the Hanging Academy, when less well-intentioned betrayals throughout the years have not. Naigaki knows and likes the Goryohime and those who train them, and owes them for saving his life. He doesn't realize that all the outside world would see would be a strange cult of undead who kill hundreds of girls every year to perpetuate their ghoulish breed.

THE KOFUN MOUNDS

Kofu, Yamanashi Prefecture

The **Kofun Mounds** are located in the hilly country just outside Kofu, and date back **nearly 1600 years**. These low, sprawling burial mounds form an interlaced mortuary complex unlike anything seen anywhere else in Japan, a unique and vanished culture with no known connection to either the ancient Japanese, the Jomon, the Ainu or any other culture native to the region. Archeologists have been studying the Kofun Mounds since the end of the Occupation, and while the place is rich in artifacts, it is poor in answers.

The Kofun Mounds are a complex multi-level structure, descending hundreds of feet into the Earth; the walls and floor are ancient logs, packed with earth. The lowest rooms of the maze like structure have doors that open into a similar mortuary complex somewhere in the **Tatakama's** forests. While mundane science has no explanation for the Kofun Mound, nor who built it, its history is well known to the Amakaze. Through archeological grants and via their contacts within Japan's colleges, the Amakaze have funded several digs into the Kofun Mounds and the surrounding region. As a result, they know the ruins are **Old Elven,** possibly the last remnant of the 'long ears' remaining in the Earth Realm.

THE BLOODSTRONG CLANS OF NAGANO PREFECTURE

Bloodstrong Men are a rarity in the Earth Realm; the modern world is too sedate, too tame and far too moralistic for these proud warrior-folk. Instead, most Bloodstrong clans stalk the Tatakama. **The Bloodstrong Clans of Nagano** are exceptions. Stranded in the Earth Realm for centuries, these yellow skinned giants have taken refuge in the perilous Hida Mountain range. There, the warrior clans live much as they have for centuries, though more than a few are familiar with the trappings of modern society. Though Nagano's Bloodstrong might know how to read a bullet train schedule or work an iPod, they still practice the incestuous rituals that empower and perpetuate their species.

The Bloodstrong have been a part of Nagano Prefecture's hidden history for centuries, and quite a few of the prefectures ordinary humans have a few drops of otherworldly blood in their veins. The air is charged with incestuous energy; families vacationing in the mountains, or visiting the lavish resorts along the shores of **Lake Kizaki** might find themselves considering lusts they would never dream of elsewhere in Japan. For most, the long Nagano nights are a dirty dream, half forgotten once they return home; for a few, the perversion awakens new powers.

For others, a night of passion with a mother or a sister creates a child- one not easily explained. The Bloodstrong Clans have adopted these illegitimate children in secret since before Perry's black ships came to Japan, and raised them as part of their clans. There are many would-be Bloodstrong warlords in these parts, but the nine local clans give deference to the **Kitanai,** a particularly bold and infamous band of warrior-siblings.

Over the last seven decades, the Kitanai have sent sons to battle the American Pacific forces at Iwo Jima, served the Yakuza as legbreakers before taking over a pair of clans and branching out into the international sex trade, and established the first Bloodstrong settlement in distant, dark America. More than any other tribe, the Kitanai Bloodstrong are determined to make this world theirs once again, to slice their mark into the world by any means, fair or foul. The Kitanai are ruled in the traditional Bloodstrong manner. Snarling **Kaze Kitanai** (CE male Bloodstrong Barbarian 10), the male is the tribe's warlord. His sister and most beloved wife, **Hontou Kitanai** (LE female Bloodstrong Witch 9) is the shaman, and the tribe's intermediary with the outside world. Everyone who knows her calls her a manipulative bitch, but their lust for her makes most men and quite a few women overlook the fact.

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THE KIZAKI TRAVEL AGENCY AND HOTEL

Lake Kizaki, Nagano Prefecture

The Kizaki Travel Agency has booked whole-family tours of Nagano since the early 1980s, and it opened its own, lavish and pink-walled resort hotel in 1987. The KTA knows full well the effects the Nagano Prefecture's magic can have on familial relationships, and though it doesn't explicitly advertise what goes on in the prefecture, its travel brochures promise 'new levels of family togetherness'.

The KTA is the brainchild of **Kaito Nakanashi**, a half-Bloodstrong sorcerer. Kaito (N male Bloodstrong Sorcerer 3/Charismatic 2) spent most of the 1980s defending Japan from demonic sexual predators, until he got tired of it. Kaito's big theory is that if more of Black Japan's citizens were born Bloodstrong, they wouldn't need saving all the damn time- to this end, Kaito Nakanashi has become a crusader of a new sort. He's a missionary to the religion of consensual, mystically empowering incest.

ZENKOJI TEMPLE

Nagano, Nagano Prefecture

The Zenkoji Temple is protected behind a thick stone wall toped by statues of serene Buddhas sitting in lotus position, capped by vermillion bibs and red-iron halos. It is a place of secrets and mysteries, home to a fabled "Hidden Buddha"- a scared golden statue only revealed to the public once every decade (functions as a Large-sized ***Daibutsu Guardian***).

However, the Hidden Buddha is not Zenkoji's only secret. Beneath the temple, a maze-like series of short, inter-connected stone passages lead indirectly towards the ***Key of the Lotus***. Turning a special key in a particular sequence has wondrous effects, though only devout Buddhists with a keen knowledge of the scriptures are allowed to make an attempt, under the stern and watchful eye of one of the senior monks.

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GAME RULE INFORMATION: ZENKOJI TEMPLE

It requires a DC 25 Knowledge (religion) or DC 30 Diplomacy check to convince the monks to allow a supplicant access to the maze beneath the temple. Such an attempt can only be made once in a lifetime, except under extraordinary circumstances.

The maze itself can be treated as a mini-dungeon filled with a variety of animated holy objects and stone and iron golems: the intent of the creatures within is to deter and to wound, not to kill.

The Key of the Lotus itself is a complex puzzle; each attempt to solve it requires 1d4 hours.
It requires a Disable Device check to activate the Key. The player must designate which goal they are trying for: a failed Disable Device check means nothing happens.

- Open a *torii* to a well-defended Buddhist monastery within the Tatakama, which remains open for 2d6 hours. Disable Device DC 21.
- Return a Goryohime or Ubume who turns the Key to life as a human, modifying racial traits accordingly. Disable Device DC 21.
- Cast *remove disease* or *break enchantment* on a single creature placed on an altar before the Key of the Lotus. Disable Device DC 23.
- Perform *raise dead* on a single creature placed on an altar before the Key of the Lotus. Disable Device DC 25.
- Perform *true resurrection* on a single creature placed on an altar before the Key of the Lotus. Disable Device 32.
- Provide a +1 inherent increase to the WIS score of the creature turning the Key. Disable Device DC 12 + the creature's current WIS score.

MATSUMOTO CASTLE

Matsumoto, Nagano Prefecture
This soaring *Warring States-era* fortress is surrounded on three sides by water, built on an artificial stone peninsula long ago. The fabled castle, with its distinctive greenish-black wooden walls, was designed as a tactical counter-measure for the crude firearms being introduced to Japan at the time. Matsumoto Castle is a maze of narrow corridors studded with murder holes and firing slits, with perilous, precarious staircases that take odd angles and illogical paths to the top-most baileys and towers.

Today, the largest ground-floor chambers of the castle are a museum dedicated to the history of firearms in Japan, from the first flintlocks to the weapons of the Imperial Japanese Army and the modern JSDF.

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During the hottest week of each summer, the castle closes early and opens late in an unannounced competition of sorts between Japan's best shooters- a contest open to JSDF members, police officers from around the nation, even adventurers with a good reputation with the government. The contest is simple: an individual or small team with modern firearms (simulated by military training lasers or paintball guns, naturally) assaults Matsumoto while current and former JSDF breaching experts wielding training-sim versions of *Warring States-era* matchlocks, spears and bows defends the castle. The raider who makes it to the topmost chamber with the best time is declared winner- there's a lot of years where no winner is declared, because the defenses are that comprehensive.

The usual prize is an enchanted firearm of some kind, often an enchanted Glock 17 with the merciful, distance or unlimited ammunition properties….not to mention bragging rights among Black Japan's gunslingers. Two years back, **Larry Sonoda** of the ***Laughing Cat's Gun Range*** donated a ***Sonoda's Index*** for the winner to peruse…after voluntarily disqualifying herself from the competition after winning too often.

BLUE ONI BAR

Suwa, Nagano Prefecture

Nestled at the shadowy foot of the Yatsugatake Mountain Range, ordinary mortals steer clear of the Blue Oni. There's nothing they can put their finger on, but something about the humming, crackling blue neon bar sign gives most people a sense of impending doom in the pit of their stomach, and they walk right past the midnight blue door.

Just as well, because the Blue Oni serves only demon-kind. Only *Ironclub Oni* and worse, more bloodthirsty creatures are welcome behind the midnight blue door. The owner is an azure skinned, horned demon nearly three meters high, who answers only to **Bashasi** (use the Guro-Fiend statblock). He is always found at the grill in the center of the restaurant floor, an island of surging flames and screaming meat in the cerulean darkness that enshrouds the restaurant.

Bashasi prefers live meat- limbs cut off and tied off with tourniquets, victims screaming as they are grilled and chopped. His customers agree wholeheartedly. He is famous for his *horse meat* dishes: neither Bashashi nor his customers prefer the tame, unchallenging flesh of cattle girls. Instead, the demonic chef prefers the challenge of hunting and butchering strong, defiant and capable ***Daughters of Kirin***. If Bashasi captures a Daughter of Kirin alive, rumor rapidly makes its way through Black Japan's whisper-stream, and reservations pour into the Blue Oni Bar.

The Blue Oni is too rough and atavistic a place for most Amakaze, though lesser oni love the place. **Eto the Ironpot** has a hateful rivalry with the bar's owner, and would love to see one of Bashasi's broken conquests turn the tables and gut the old bastard….

DOSOJIN'S CAVE

Seki, Gifu Prefecture

The perverted and joyfully *ecchi* kami of crossroads, trade, exploration and sexual exchange lives most of the year in a mossy cavern a mile or two outside the small town of Seki. Most of the town's residents just think he's a crazy old hermit who only ventures into town every three or four weeks to pick up a supply of food, beer and porno mags, and few pay the bearded old man any real mind. Japan's occultists know different, and often seek out Dosojin for his wisdom.

Dosojin might be the most approachable of all Black Japan's deities. He knows more about the nation's roads and streets than anyone else alive, and can easily be bribed to share what he knows. His price is a night with a cute prostitute, the more exotic the better (he's exhausted all the local whores already). The cuter (and stranger) the girl, the more of his wisdom he'll share (once he tires himself out).

DOSOJIN

CG Minor God

Domains and Associated Subdomains: Charm (sex*), Knowledge (memory), Travel (both)

Favored Weapon: Tanto

GERO ONSEN TOWN

Gero, Gifu Prefecture

Two hundred years ago, Gero Onsen was one of Japan's Three Famous Springs, celebrated in prints and poetry for its natural beauty and serenity. Today it's a tawdry maze of concrete hotels, cheap bars and neon-lit sex shows. The place is popular with perverts and younger tourists, especially university students on a budget because the drinks, hostels and pussy are all cheap for the taking. **Two different Yakuza clans** run prostitution and protection here, maintaining a truce made possible only by Gero Onsen's vast profit potential.

The town is a maze of different onsen and hotels. More than a hundred local hot spring resorts offer hot baths and each one has staked out a niche for itself. Few offer a traditional onsen experience, but those few that do advertise the fact proudly. In Gero, if you shop around a bit, you can get soaped down by a busty Filipina stripper before your bath, bathe in volcanic hot sands after a soak in the river, receive baths in rare minerals that may

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or may not help with a hangover or restore your erection, enjoy a spaghetti pizza while you bathe, or bathe under the watchful eyes of a giant Hello Kitty statue. Foot baths proclaim their (dubious) healing properties, and open-air pools can be found everywhere, steaming in the cold. Finally, unlike almost every other hot spring resort in Japan, Gero's onsen welcome tattooed visitors, mostly due to the presence of so many tattooed gangsters in the town.

THE 99 EYES YAKUZA

The 99 Eyes Yakzua runs protection for onsen owners, runs gambling and has a stable of pure blooded Japanese prostitutes. They operate mostly out of onsen along the town's southern curve, and their main hangout is the private sex club **Happy Blush.** The gang is unusual because its leader is both a woman and a child of the Tatakama. Her slender body's one hundred and eight eyes are encircled by dark Yakuza ink.

Isumi Kato (CG female heimin Dodoma Rogue 5) brought the core of her gang with her to the Earth Realm. The 99 Eyes are a throwback to the Yakuza of earlier centuries- they spend most of their time gambling and actually offer protection to the business they extort money from- keeping rival Yakuza away and ejecting drunken patrons. The 99 Eyes do not run drugs and their prostitutes are not quite slaves. In short, the 99 Eyes have a kind of traditional honor, and they are heroes to the local kids, many of whom take their ink as adults.

THE BULL SHOW YAKZUA

The 99 Eyes' chief rival are the **Bull Show Yakuza,** a dangerously expansionistic clan funded by the **Twelve Golden Amakaze.** The Bull Show have their stronghold along the northern and eastern faces of the town, and their main hangouts are **three specific onsen**. Bull Show gangsters congregate in one of these three adjacent onsen based on their rank. Lowly thugs hangout at a grimy onsen that's really a pussy palace, while the gang's elders enjoy one of the town's few truly traditional onsen. All three onsen are marked by the gang's rampant bull *mon*, proudly displayed over the main entrance.

Jo Yumemakura (NE male child offender human Rogue 7) is an unfashionable throwback to the 1980s, with a slicked back pompadour who dresses like an old style *bozokuzu* grease monkey. Under his direction, the Bull Show runs drugs (primarily E, weed and occult drugs) and underage sex. Blackmailing former clients is a profitable sideline- not only does it bring in revenue for the Bull Show, any information forwarded to his true masters in the **Twelve Golden Amakaze** brings its own rewards to the gang.

The Bull Show are more politically savvy than the 99 Eyes. They have tangled their money and influence into every legit business in town. Even if the town wanted to, it can't dislodge the Bull Show without committing economic suicide.

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SARUBOBO

A red-faced breed of monkey called *sarubobo* are native to Gero and the surrounding forests. Many visitors adopt a sarubobo pet after a visit to Gero Onsen Town, and most local spellcasters choose a clever, red faced monkey as their familiar. Locally grown Eidolons have simian features that might be either cute or terrifying, depending on their master's whim.

The monkeys have free reign throughout the village. They're clever enough to sneak in where they're not wanted and very few latches can keep them out. Their mischief is mostly limited to stealing food and the occasional shiny bauble.

TAKAYAMA SWORD SMITHS AND ARCANE ENGINEERS

Takayama City, Gifu Prefecture

The mountain town of Takayama City is one of the coldest regions in Japan's main island, and is the modern center of swordmaking. The art of katana making has been passed down from father to son for generations in Gifu Prefecture, with the most skilled smiths working in frigid and remote Takayama City. Today's swordsmiths blend cutting edge scientific techniques and technical perfection with ancient, traditional craftsmanship and even older magical techniques.

Modern Takayama sword-smiths use bleeding edge nano-fabrication techniques, combined with good Japanese steel, to produce katana of unimaginable hardness. Quite a few smiths like to boast that their blades are as good as **Kusanagi** itself, though they all know it's a hollow boast. Given time and money (lots and lots of money) Takayama City's smiths can produce enchanted blades to order, as well as other technomantic weapons. Takayama City's gunsmiths (who have a fierce and sometimes bloody rivalry with the swordmakers) produce **Eyrines 5.7mm submachine guns**; a huge stockpile of the guns are stored in Takayama, for later shipment to Eyrines Sisterhood cells across the archipelago. **Magi-tech cyberentics and golem-tech** is for sale elsewhere in Takayama City – a city of ice and steel.

TAKAYAMA'S ARTISANS

Some of the many mystic and ultra-tech artisans who call the freezing streets of Takayama home are described here.

Asano-Sensei (LN male human Acolyte 8, Expert 4) is a master sword-smith approaching his 87th year; he learned the art of forging katana from his grandfather before the bombs fell on Nagasaki. He knows he is destined to live exactly one hundred years, and is seeing a student to pass his secrets too, as he had no children of his own. He once thought **Nobu** (the swordsmith of ????) might have been that chosen apprentice, but rejected her out of hand.

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Mr. Hamasaki (CE male human Alchemist 12) is a strutting, steroid-strong bully given a wide berth in the streets. Locals know him only as a wife-beating, murderous thug, but he's worse than that. He's one of the chief armorers for the Rape Pure Tournament, responsible for the *Rape Pure Banners* that hang down over the bloodshed, as well as forging many of the cruel blades and maces wielded by the fighters.

Raidyne Wada (N female human Magus 8) illegally assembles and converts guns for the Eyrines Sisterhood. She only deals with women (though she once made an exception for a *futa* Sister), though she only fucks men (again, an exception for that same *futa* Sister). She's got a bizarre fascination with tentacle rape and if she's going to die, that's how she wants to go.

Tamina (NG female Kitsune Summoner 7) runs a motorcycle shop high in the mountains. If you want to blend vehicular performance with occult add-ons, she's your fox. Tamina races in Gunma mountains when she's not working in her shop, and uses the races to make solid contacts with other occult bike enthusiasts throughout Japan.

Megan Konami (NE female POETICA Sorcerer 5) is somehow free, so long as she stays in exile within the Takayama city limits, through a secret contract she never fully explains. She spends her days at the civic library, or else in the small home she's converted into an occult-tech laboratory. She is attempting to develop new spells unique to the POETICA race, and magic item that enhance an android's innate capabilities. She is shy around humans, but talkative and eager around other POETICA…whom she often attempts to recruit as test subjects for her occult experiments.

NAVA INSECT MUSUEM

Gifu, Gifu Prefecture

This early 20th Century mansion survived the war untouched, and includes more than 250,000 live and preserved specimens of insects from all over the world. The museum is a popular field trip destination and tourist spot (at least for nerdy tourists). The proprietor is **Dr. Charles Hidesato**, a sociable and hard partying American ex-pat who teaches at the local university. At least that's what his forged ID says. Dr. Hidesato is really **Bentan the Cut Tail** (NE male Kitsune Alchemist 13). The Kitsune fled the Tatakama ahead of a small army of magistrates who had some rather unpleasant plans involving his neck and a good katana.

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Bentan/Hidesato has been pillaging the Insect Museum's collection, selling off rare beetles and moths to mages in both realms for use as spell components and alchemical ingredients. He's also been pillaging the Museum's operating budget and making impossible promises to a **small group of Amakaze** regarding long-lost artifacts and the shell of a vermillion beetle said to bestow true immortality. Bentan/Hidesato knows his time in Japan is coming to an end and thinks it might be time for another tactical retreat….he's looking forward to spending some time in Hawaii. Or Korea. Or Manila. Or maybe Argentina….

THE CENTURY EARTHQUAKE

Shizuoka Prefecture

Every century or so, a devastating earthquake- the Tokai Earthquake- has hit Shizuoka City. Geothermal clockwork, predictable but no less dangerous for that. When the Tokai Earthquake finally hits your campaign, it should be a campaign defining event. The earthquake might herald the awakening of a powerful new Hentai Hero or adventuring sentai, or mark a dangerous new phase in the campaign. Virtually any horror might crawl out of a burning rent in the earth, or one of the campaign's defining villains might take advantage of the disaster to fuel their schemes with a potent geomantic or necromantic charge. The more death, the more destruction and misery, the better.

SCHEMES ANTICIPATING THE CENTURY EARTHQUAKE

There are a lot of occultists anticipating the next Century Earthquake, planning to use the event to further their own dreams of power and ambition. These are only some of those tales….

Project GILGAMESH believes that something is gestating in the Earth near Shizuoka City and has been for centuries. The periodic quakes are birth pangs, vast contractions heralding the impending birth of something vast and terrible, something whose mere sonar echo drives seismologists mad. It may be another of the Great Genbu's kind, awaiting its birth….

A trio of senior members of the **Amakaze Executive Board**, representing the ***Nine Dogs Amakaze*****,** believes that if they can trigger the next Century Earthquake exactly one year ahead of its destined time, they can crush the heart and soul of the prefecture. They imagine an entire prefecture of willing, content wage-slaves, toiling on their behalf, for uncounted generations.

A mad child named **Isuke Kita** (CN male human child offender Oracle 1) has followed his nightmares into a volcanic cavern near the Shizuoka fault-line. The ten-year-old has painted his hiding place with his own blood and saliva, awakening the rocks. He knows, with utter certainty that with the next Century Earthquake he will die, crushed by the rocks, but so will every father who beat his child throughout Japan. He is determined to make that sacrifice.

THE IZU RESORT AREA

Izu, Izu Peninsula, Shizuoka Prefecture

The Izu Peninsula stretches far out to sea, and is crowded with resorts and hotels that enjoy the peninsula's almost tropical micro-climate. Viewed from space, the peninsula is an enormous phallus, piercing the warm waters of the bay. The Izu Resort Area is charged with an almost palpable sense of tantric energy- strong and male and virile, which warms the waters and keeps away the snows even during the coldest weeks of winter.

Izu Peninsula and its many resorts, onsen and luxury hotels are popular with older men, their own equipment gradually failing. Enchanted potions, devices and minor wondrous items to increase virility are common throughout the sprawling, neon-lit resort area, and are sold openly at resort gift shops and popular tourist restaurants, bathhouses and 'happenings bars'. These trinkets and occult wonders aren't cheap by any means, but most older men would gladly pay the 500,000 yen on an enchanted vitality ring that can make them cum as hard and strong as they did when they were 14. Some of the local enchanters and enchantrix even offer lines of credit to wealthier tourists.

PEOPLE & PLACES ON THE IZU PENINSULA

Strong, hyper-masculine energy permeates Izu Peninsula! Some of the locals and famous area businesses are steeped in that energy, driven by it in ways they can't properly articulate.

When she was elected as the first female mayor of Izu, ***Mayor Hitomi Hosoi*** (CN futanari human Aristocrat 6) was a calm, level-headed young woman with a distinguished career in local civics. On election night, the masculine charge in the air changed her forever! By the time the final tally was in, Mayor Hosoi had sported a pretty new 16 cm cock, and was literally drunk with her new, hyper-masculine power! Her reasonable plans fell by the wayside, as she's spent the last few weeks fucking every intern in a 10-block radius and drafting the locals into an impromptu military to conquer the other towns on the peninsula. (Nobody takes her seriously, though, even if she's carrying her *Official Civic Bazooka of Justice!* into the office.)

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One of Izu's most infamous local enchanters, who discovered and documented the ecchi occult properties of the peninsula back in the 1950s still lives and works in the prefecture. A stunted, jolly little troll of a man, with enormous wagging eyebrows and almost comically oversided ears, ***Jito Abe*** (CG male human Cleric of Dosojin 13) spends his mornings working on a seemingly endless stream of ecchi commissions, and his nights debauching himself at his favorite local bordellos. Jito knows every bar and whore-house and is on a first name basis with every stripper, bar hostess, prostitute and AV star in the prefecture. He's immortal as long as he indulges in his lusts and loves, loves, LOVES it!

Juri Mabase (N male human Combatant 6) is the meat-head celebrity owner of the most popular athletic club on the peninsula. He represented Japan on the UFC circuit fairly well and parleyed his short career into a fortune as a personal trainer and gym owner. Somewhere along the way, he mastered *hentai no judo,* and can teach promising students the *Phallic Spear Technique.* Juri Mabase has no idea that the Rape Pure Tournament exists, nor that he's trained a couple of combatants in the tournament- he's too nice a guy to listen for those kind of rumors.

Izu Peninsula has hundreds of resorts, hotels and hot-spots, fully 90% of which cater to the male ego and masculine desires. Want to visit one of these bastions of manliness? Roll 4D6 and see what you get.

SPROUTING A NEW COCK!

Women traveling in the Izu Peninsula Resort Area might find themselves suddenly sporting a penis above their woman's genitals. It's such a common 'affliction' that local drug stores carry futanari remedies over the counter, and a good percentage of the resort town's ordinary women and girls are some breed of futa. Nobody in town is shocked if a pretty girl pulls down her panties to reveal a male member just above her slit.

Female player characters in Izu might suddenly gain the *Futanari* starting trait when they engage in traditionally masculine behavior. If a woman rolls a natural 20 on an attack roll or Intimidate check on Izu Peninsula, they must succeed at a DC 18 FORT Save temporarily gain the *Futanari* trait. This trait remains until she leaves the Izu region, with the new penis retracting back into her body 1d6 days after leaving the area. Usually the only after-effects of this strange transformation are a slightly enlarged clitoris and an increased sex drive.

However, the player can retain the trait permanently if desired. Conversely, if the transformation is really unwanted, Izu's anti-futa meds are cheap (10-15 gp per dose) and end a transformation in a matter of hours with nothing worse than a little mild nausea.

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The Big Dicked Resorts of Iza Peninsula				
D6	Type of Joint	Phallic Symbols	Fanservice!	Sexy Occult Entanglements
1	A modern resort hotel with a private beachfront	Muscular statues either nude or holding spears, guns or other weapons in a suggestive manner	Handsome male staff and lots of bishonen workers to cater to the gay male market	Everybody's got a cock for the duration of their stay- everybody!
2	A hot bar and dance club	Lots of pulsing neon pillars, often with glowing spears at the base	Busty foreign women wearing very skimpy & sexy uniforms	A procurer who can get you a lover of any intelligent species in the cosmos on 2 hours notice
3	A private bathhouse or onsen	Spurting fountains that occasionally spray bubbles	Clothing optional for guests, staff and people just dropping by	Local Doujinishi having a bizarre contest to find the most unlikely yet satisfying lover
4	A traditional Japanese inn (ryokun)	Traditional Japanese zen gardens with enormous phallic standing stones that get larger every scene	Every guest gets a sexy cosplay maid for the duration of the stay	A sex shop that sells a complete line of enchanted dildos and vibes
5	A soap-land or other sex-work business	Gleaming golden knobs and silver or chrome shafts everywhere	Every reflective surface seems to show reflect nothing but boobs & butts	A trio of Nikusi in town to slaughter some visiting pedophile sex-tourists
6	A low-end resort hotel	Lots of guns, spears, swords and other weapons in almost vaginal glass display cases	Trampolines, zero gravity rooms and hourly jump rope competitions	An Amakaze bastard with his eye on the same romantic conquest as a PC

NAGOYA CASTLE

Nagoya, Aichi Prefecture

Destroyed completely in WWII and exactingly rebuilt, Nagoya Castle is a soaring monument of white walls and steeply peaked ebony pagoda roofs that look like gulls in flight. Ordinary tourists come from around the world to marvel at the beauty of the gardens, the historic grounds and the evocative architecture, but the place is a stronghold of the **Amakaze.**

The southeast turret of Nagoya Castle, the *tatsumi turret*, is a half world space. From outside, two stories are visible, the Amakaze and their most trusted servitors know a path into a secret third floor. There, space warps into an endless vista of cool azure luminescence, glistening with pulsing aquamarine flashes of lightning. To those who know the *tatsumi turret's* secret, the dimensional pocket can best be thought of as the collective unconscious of the Japanese economy. With practice, those within the dimensional pocket can manipulate money and shape the market with preternatural accuracy.

The *tatsumi turret* and its dimensional pocket is one of the Amakaze's best kept secrets and greatest weapons. The pathway to the third floor was designed to only admit the Amakaze, but unknown to them, the pathway will also open, albeit reluctantly, to admit those of the *Imperial Family* cultural template.

THE TORREYA NUT TREE

In the central courtyard, a towering *torreya nucifera* tree predates the castle itself. Mortal scientists believe that the tree is at least 600 years old, but they underestimate its age by several orders of magnitude. It is exactly as old as the current universe, and is in fact one of the roots of the **Great Universal Tree.**

A **Goryohime** touching the tree at dusk or just before moonrise can walk from Nagoya Castle to the **Hanging Academy** in cold seconds. She can lead a mortal by the hands when she does, but the mortal risks suffocation during the journey.

The Torreya Nut Tree is inhabited by a spirit that is equal parts dryad and kami, who answers to no name except simply "tree". If so moved, she will lecture on the nature of the planes and the axis upon which the multiverse turns, known to some as the *Great Tree* and to others as the *Phallus*. She fears the **Ubume Empress** more than any being in the multiverse, and will not converse in the presence of any Ubume and may preemptively try to murder any such found in the prefecture.

ATSUTA SHRINE

Nagoya, Aichi Prefecture

As far as the Japanese populace knows, this ancient shrine holds the great sword *Kusanagi,* one of the Three Imperial Regalia of the nation. That's a myth: the shrine instead holds a lesser, but still incredibly powerful blade: *False Kusanagi.* The False Kusanagi's resting place is well guarded and only opened to the Emperor and certain high priests. Though the ultra-conservative, right wing monks

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here are closely allied with the Amakaze, no Amakaze hand has ever been allowed to touch the blade.

This is one of the few times the Amakaze has been denied, and they allow the Atsuta Shrine's clergy their sacred defiance.

THE AMAKAZE ARMORIES

Various Sites throughout Nagoya, Aichi Prefecture

The Amakaze have built an impressive power-base in Nagoya, second only to their fast real-estate holdings in Tokyo. The Amakaze keep vaults and armories at various sites throughout the city, most of which are 'officially' light manufacturing or storage warehouses.

In Nagoya, the Amakaze use a distinctive organizational scheme. There are four (really five) classes of armory/secure holding, which are based around the suits of Western playing cards. Often the suit will feature in the building's signage or name, though usually in ways obscured by clever wordplay or the intricacies of *kanji* linguistics.

- **Heart facilities** are vaults holding liquid cash reserves, stock certificates and bearer bonds, gems, fine art, jewelry and other tangible wealth.
- **Club facilities** contain mundane resources: vehicles, computer equipment, industrial devices, spare parts and the like. Some Club facilities are fuel depots and ammunition magazines.
- **Spade facilities** are armories, containing everything from fully automatic assault rifles and military-grade body armor at one extreme to experimental energy weapons and light assault mecha at the other.
- **Diamond facilities** contain enchanted and magical devices, including weapons and armor, scrolls, potions, and minor artifacts useful to the Amakaze.
- **Joker facilities** are not known to even the general rung of the Amakaze and act as secure storage for objects so dangerous their existence terrifies even the Amakaze.

Even finding an Amakaze vault is difficult, requiring a DC 25-30 Knowledge (local) check; native Japanese speakers can attempt a Linguistics check at the same DC to find a likely facility. Joker facilities are even harder to find, if they really exist at all (nobody's ever seen one); increase the check DC by at least +10.

Amakaze vaults are well secured, protected at all times by a small cadre of elite troops, and reinforcements are never far away. Often, several **Oni-Marrow Elites**, leading a unit of human mercenaries (use the TMPD "Supercop" statblock) with a handful of **Kanedama** shooters act as on-site security, though the gamemaster should include enough extra firepower to give even the best prepared or most experienced raid team a serious fight. Physical security measures (such as locks and bulkhead doors) are top-notch, as are electronic intrusion countermeasures.

Getting away clean after a raid on an Amakaze vault is even

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harder than shooting your way in…lots harder.

THE KANOU VERDIGRIS

Nagoya, Aichi Prefecture

The Kanou Verdigris is over 120 acres of exactingly maintained and well-manicured grassland, possibly the most elite golf course in Japan. There was a brief media frenzy when one of the Crown Prince's siblings was denied membership several years ago, which only increased the Links' prestige. The Verdigris is the exclusive province of the Amakaze. Ordinary Japanese, no matter their wealth or status, are not allowed to set foot on the course. They can only watch from the far side of the towering, wrought iron fences, which over the decades have beautifully decayed into a strange greenish patina, which gives the famous course its name.

The Kanou Verdigris offer 18 holes of golf, a huge indoor driving range capable of simulating multiple virtual environments, multiple tennis courts, Olympic pools and a riding stable. The country club itself is a top-rated restaurant with a legendary bar and even more storied walk-in humidor larger than most private homes.

Betting is allowed and encouraged- the stakes are truly high. Lives and especially desirable slaves are common markers: the Nekomusume pets wait in plush kennels that are none-the-less cages while their owners play 9 or 18 holes to determine their fate. While members play, they often talk business: all of the club's well-disciplined and completely silent caddies are specially designed POETICA soldiers (use the Bunraku-66 stat-block). Systems within these silent guardians generate a *non-detection* field that spoofs both magical and high-tech eavesdropping, making the Verdigris one of the most secure places to talk business anywhere in Black Japan.

Each spring, the Verdigris hosts a cherry blossom viewing and high-stakes golf tournament. Members stake ownership of one of their smaller corporations, the souls and hymens of their favorite daughters, or artifacts of enormous and dark potency, and the tournament's champion can claim any single offered wager…the Verdigris' immortal owner has the second choice.

The Verdigris' master has lived more than a millennium, and under another name, built Nagoya Castle. Though the man currently known as **Akira Ujichika** (use Amakaze Executive Board Member stat-block) is one of the most powerful current Amakaze, he hides his enormous power well. The mortal world believes he is simply a well-regarded stock-market guru with a passion for golf, who built the Verdigris to indulge in his favorite past-time in the company of his fellow multi-billionaires. Mr. Ujichika is a seemingly innocuous Japanese man, so ordinary and outwardly humble he can walk any city in Tokyo without attracting a second glance. He is often seen on the links in slacks and a pastel polo shirt, cheerfully golfing and chatting with fellow club members.

Few members of the occult community are aware that Mr. Ujichika is an Amakaze overlord, though most are aware of his connections to the organization. Ujichika radiates no magic, makes no outward displays of power or temper and never carries an obvious weapon. He is powerful to a degree that such things are unnecessary and he knows it. Ujichika is the absolute master of the hidden third floor of Nagoya Castle's *tatsumi turret,* and his impossible, society-defining wealth and cultural dominance allow him to crush his annoyances more easily than even the most epic spell.

"JOB CONTESTS"

As in "Book of Job"…. These wagers are a popular past-time with mid-level Amakaze underlings. Two golfers each pick a random Japanese man, usually a low-tier employee or blue collar worker employed by one of their zaibutsu's subsidiaries and wager the man's life and livelihood on a round of golf.

The losing golfer must utterly ruin the life of the man he's wagered, and drive the poor bastard to suicide or homicide within a week or pay the winning golfer a huge forfeit. Doing the dirty deed with style and in a way that can't easily be traced back to the Amakaze earns the losing golfer a measure of respect and prestige… in some ways a skillful loser can advance faster in the Amakaze than a steady winner.

THE KOMAKI FERTILITY SHRINES

Komaki, Near Nagoya, Aichi Prefecture

These twin shrines, across a shallow river from one another, are popular with tourists and young lovers. Each small shrine is distinguished by frankly erotic carvings, hanging scrolls and statuary. The northern temple is dedicated to the male deity, and is built around an enormous wooden phallus decorated with hammered gold and hanging vermillion tassels. The southern temple is dedicated to the female deity, and is dominated by a great carved yoni, rubbed smooth by countless hands over the years and painted in bright reds and golds. The friendly, talkative husband and wife priest and miko team, the **Kisos** (LG human Acolytes 7) each tend one of the shrines.

Visitors to either temple can pray for healthy pregnancies and children, remission of sexual illnesses and ailments and similar mundane requests. There are more lucky, positive results than could be accounted for by mere random

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chance. Each shrine also has a truly special power. Studying at the male, northern shrine can teach a student various Tantric magical secrets, bestow incredible sexual prowess or extend life, but the lessons are difficult. Visiting the female, southern shrine can spark or end a supernatural pregnancy, teach mystical mastery of the womb and vulva, or return a Ubume to mortal life, though again, the lessons are challenging and often painful.

AUTOMOTIVE TOWN

Toyota, Aichi Prefecture

As the town's name (changed in the 1960s after to honor region's largest employer) suggests, the automotive industry is Toyota's main pursuit. Unlike other Japanese cities, car ownership is high and more residents travel by car on huge, well designed streets than by bus, bicycle or train. In addition to Toyota's manufacturing facilities and corporate offices, several other car and motorcycle manufacturers are headquartered in town. Huge, brightly lit car lots carpet the region in concrete and gleaming chrome: mechanic shops and after-market parts dealers can be found on every corner.

Toyota is home to a huge population of *Battlechangers*, who mostly keep a low profile, hiding in plain sight in their vehicle forms. Occasionally, one of the smaller mecha assumes robot form, and can be spotted between the buildings, or as a huge, angular steel shadow glimpsed at the back of a mechanics shop. Japan's **Kiss Teams**, who work closely with both local police and the Ground Self Defense Forces, maintain a garrison and training center in Toyota. Toyota's young Kiss Friends operate out of a concealed strike base beneath a popular local driving school.

The most respected Kiss Friend is slightly older than the norm- he's been riding with his steel partner since he turned 12. At 16 now, **Naota Kline** (LN male human Rogue 5) is a veteran of the secret occult wars, completely unflappable and cool. He's the sempai of every younger Kiss Friend at the driving school, and his mechanical partner **Streetblaze** (use the Kiss Gear stat-block) is equally well respected among his own kind. The one thing that's ruffling Naota's cool these days: an unexpected romance with a new squadmate. Naota though the only person he'd ever love was Streetblaze, and he's not sure how to handle affection for a fellow human.

TOYOTA'S CYBERNURSERY

With permission from the town's corporate sponsors and the enthusiastic cooperation of the JGSDF, Toyota's Battlechangers have created a cybernursery deep within the Toyota factory, hidden from the outside world as an experimental production line. Half factory, half uterus, the Toyota cybernursery taps the spirit of innovation and love

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of the machine that permeates the city's air to create new Battlechanger souls. Meanwhile, human engineers prepare a new chassis for the soul, creating Battlechangers that are true citizens of both their distant homeworld and of Japan.

The cybernursery is protected by a cadre of elite Battlechanger warriors, and under the dominion of **Stunt Bracer** (LN Battlechanger Druid 11). While the Toyota cybernursery is one of the very few found in Japan, Stunt Bracer is knowledgable about other places where constructs, animated objects, bio-machines and the like are created. He often journeys Japan in his drift racer form on missions of discovery: he's scouted Ehime's *New Day Girl Factory*, the Tetsujin production facilities in *Maebashi*, and sites of haunting and aberrant natural phenomena across Japan. The concept of creation *ex nihlo* and reproduction without sexuality both fascinate the old machine, and he strives for a complete understanding of this process.

TOYOTA'S POETICA

The automotive mega-corp has purchased a small legion of POETICA androids who live and work as nearly-free citizens in dorms provided by the company. Toyota's POETICA have gleaming metallic blue hair in long, fanciful styles and the company logo bio-marked on their right shoulder and left breast. Toyota employs the cute androids as precision mechanics, receptionists and assistants. The androids also give public tours of the Toyota campus.

Toyota's POETICA work closely with the city's *Battlechanger* defenders and are on good terms with the star-born mecha. Toyota is attempting to modify its POETICA for Kiss Friend talents (with the full consent of the androids, who are intrigued by the process). Quite a few are talented mecha pilots, fully qualified on a variety of locally built mech types based on shared Battlechanger technology.

OVERDRIVE!

Toyota, Aichi Prefecture

Love of machinery can take many forms in Toyota. Overdrive! is a high-end sex shop and after-market auto-parts store popular with both drift racers and horny women. The neatly organized shelves stock racing parts for every model of Toyota and other Japanese car made after 1980, plus just about every clit stimulator, vibrator and egg known to woman kind. The auto-parts side of the store focuses on speed and precision, the sexy side on crotch-melting vibrations.

The owner is an ex-Kiss Friend, who left the program after her mechanical partner fell, but still has a distinct affection for machines. **Pris Okazaki** (use Ecchi Enchanter stat-block with Kiss Friend talents) considers herself a missionary of the holy church of the *Hitachi*. She can enchant vibes to do anything you want them too, and knows her way around Pleasure-based energy weapons (something she picked up from her former partner). She'll arm up fellow Kiss Friends at a discount, even at an occasional loss, if it will keep them alive.

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Kansai Region

Black Japan's supernatural beings trade in flesh. In meat.

They devour humans: men, women and children, each demon with its own favorite victim/dish. They consume the prepared flesh of specially bred cow-women, and they normalize such feeding even among Black Japan's ordinary mortals.

The slaughter begins in Mie Prefecture.

MIE: CANNIBAL FETISH PREFECTURE

Mie Prefecture is the center of Black Japan's cattle-girl ranching industry, which is best described as an open secret on the world stage. The prefecture has become both the corporate preserve and an extension of the **Ukemochi Ranch Corporation**. A substantial percentage of the prefecture's adults are Ukemochi Ranch employees in one capacity or another and the rest depend on the ranch indirectly for their livelihood. The entire prefecture is effectively a company town employing nearly 1.9 million citizen-workers.

Mie is a rural prefecture in Central Japan, a few hours drive south of Tokyo, part of the vast, gently rolling **Kansai Region**. Agriculture (beef, tea, oranges, pearls) and trade has brought prosperity to the prefecture since ancient times, when it was a crossroads of pilgrimage trails and military highways.

Mie Prefecture took its current form in the Post-War era, when the wealthy and rather notorious **Akebeko Clan** lobbied the Diet to allow the breeding, sale and slaughter of specially bred girl cattle. Bribes, blackmail and unimaginably perverse sexual favors subtly traded allowed the Akebeko Clan's grand experiment to proceed. Soon, Mie Prefecture's traditionally celebrated *wagyu* beef industry was outdated and almost extinct, as local ranchers switched over to the raising and slaughter of girl-cattle. The unimaginable profits from this new, easily raised and

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excellently marbled grade of beef quickly overcame any moral reservations.

By 1981, the Akebeko Clan had re-incorporated as the world-famous **Ukemochi Ranch Corporation,** and had bought out their neighbors and rivals. By the early 1990s, while the rest of Japan was mired in recession, Ukemochi and Mie Prefecture were solidly prosperous. The sale of *'thinking beef'* proved a recession-proof industry.

"FUCK KOBE!"

The legendary beef-producing Kobe, capital of the nearby Hyogo Prefecture, has an age-old rivalry with Mie Prefecture and its girl-cattle ranchers. When the Diet passed the laws that allowed the Akebeko Clan to begin breeding and slaughtering girl-cows, Kobe's ranchers and politicians responded with a set of their own laws. The sale of '*thinking beef'* was outlawed within Hyogo Prefecture, and protectivist measures were put into place to defend the local Kobe beef ranchers against commercial incursions by beef bred and slaughtered in Mie Prefecture.

The end result is a violent, acrimonious and often bloody feud between the traditional cattle ranchers in Kobe and their girl-cow slaughtering counterparts in Matsusake. Ranch hands and butchers from one prefecture are almost never seen in their rival's territory, unless they're drunk and looking for a brawl. Many Ukemochi Ranch employees where t-shirts printed with the FUCK KOBE! motto beneath their employee jumpsuits, and similarly adorned t-shirts and jackets are even more common as off-duty wear. Never admit to hailing from Kobe at any of the local bars, at least if you don't want a chance to show off your barroom brawling skills.

ADVENTURING IN MIE PREFECTURE

Mie Prefecture is a place where vast numbers of animals and thinking beings alike are slaughtered to feed a nation. Animals are thus both indispensable and disposable here-valuable property, but still property that can be slaughtered at need.

- Handle Animal is treated as a class skill by all characters while within Mie Prefecture.

- The multiverse seems to turn a blind eye to the industrial scale slaughter of girl-cows. Consuming the flesh of a Ukemochi Cattle Girl or similar creature is not considered an evil act, assuming the creature was raised and slaughtered humanely. It is considered a morally neutral act, at worst. Specific sects and traditions might have their own opinion on the matter, however. Even a paladin from the strictest order could order and enjoy a flank steak carved from a sentient being born and raised just to be slaughtered…. As any waiter in Mie would be happy to explain.

ENTRY CHECKPOINTS

So far, the industrialized slaughter of specially bred girl-cows has not attracted the same attention as the sale of Nekomusume and POETICA slaves. There is no *thinking-beef* abolitionist movement yet, and for the most part the Ukemochi Ranch remains beneath the public consciousness. Ordinary consumers see teenagers in cattle-girl cosplay at the outlet stores, and know only that the beef they pay a premium for is especially tender and well marbled, never suspecting its origins. With its anime cattle-girl packaging art, Ukemochi Ranch effectively hides in plain sight.

The people of Mie Prefecture know differently, but the industrialized slaughter of sentient beings is a mundane fact of daily life. The Akebeko Clan knows that the rest of Black Japan might not be so morally accommodating.

The Ukemochi Ranch has posted its private security forces at every entry-point into Mie Prefecture, ostensibly to protect corporate secrets. In reality, these pressed-uniform thugs turn away anti-meat activists, environmental and animal cruelty activists and known artificial girl abolitionists. They're polite if possible, but if politeness becomes impossible, there is plenty of pasture land in the prefecture where a body or three can simply disappear.

A typical entry checkpoint is staffed by *1d4+3 LE Human Warriors 4* equipped with less lethal weapons, lead by a single **Oni-Marrow Elite** or similar mega-corp warrior, who is equipped with military-grade firearms. Reinforcements arrive far too quickly.

THE UKEMOCHI RANCH

Matsusaka, Mie Prefecture
***Corporate Colors*:** Primarily Black and White with a Red Cow Logo

Ukemochi Ranch is one of the strangest businesses in an already strange nation. These sprawling ranches occupy much of the land of tiny Mie Prefecture, producing some of the best beef in Asia. Since 1625, the notorious Akebeko Clan has produced high grade *matsusaka beef* from well-fed and well-bred *wagyu* cattle. After WWII, the Ukemochi Ranch began breeding a kind of cattle-girl, every bit as docile and willing to sacrifice her life to feed a nation. Petite near-humans with splotched black and white skin and tiny horns share the rolling, green fields with ordinary cattle, acting as a sort of bridge between the ranchers and their livestock.

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Local children accept the raising and eventual slaughter of cattle-women as an ordinary fact of life. Nearby schools send their students on regular class trips through the farm. A few rural children even raise and sell prized cattle-girls of their own, as a class project! For the rest of Black Japan, the Ukemochi Ranch and its beef are ubiquitous and almost unremarkable. Most of Black Japan's citizens have seen Ukemochi beef in their supermarkets, may have even commented on the company's hybrid anime mascot, but only the occult elite realize where (and whom) some of the meat comes from.

Ukemochi's Cattle Girls are usually cattle-like Anthros designed to be slaughtered and conditioned to long for the day of their execution. Cattle girls mature quickly, and can walk bipedally and speak within a few months of their birth, though few ever learn to read more than a few useful words. Cattle girls have basic dormitories they can retreat to during harsh weather, but most prefer to wander the fields.

These bovine Anthros provide milk for 2-3 years before they are slaughtered for their meat and sold as premium beef. For the Anthros of Ukemochi, this death is anticipated, not dreaded. The spritely ghosts of recently slaughtered girl-cows walk the fields for precisely five days, chatting with their living sisters as if nothing had happened, before spiritual gravity draws them into the wheel of reincarnation. A few anthro-cows are shipped live to buyers, to be slaughtered (or worse, vivisected and cooked live) at the table. *That* kind of death can raise a qualm, but discipline usually overcomes any obvious outward show of fear. Fortunately. only the most sadistic members of the **Amakaze** can afford such a sinful banquet.

Life for the *thinking-beef* is a strange mix of spartan and luxurious at the Ukemochi Ranch. The cattle girls enjoy odd luxuries- they are often given good beer and sake to improve appetite and digestion, classical music drifts through the field from speakers mounted on poles. The cattle-girls are given regular massages by ranch hands (which often turn into officially non-sanctioned but unpunished sexual encounters between ranchers and livestock). The purpose of such luxuries is to produce better quality beef in every case, not compassion for the stock, even if the cattle-girls do benefit from the treatment.

The occasional anthro-cow, who is both fit, beautiful and intelligent is chosen as breeding stock rather than slaughtered. These cow-girls mate with the Ranch's prized bulls to produce new hybrids, and are accorded great respect by younger meat cows. Currently, the eldest breeder is **Grandma Yui** (NG female Anthro Commoner 9/Oracle 1)**.** She has raised dozens of cattle girls, and keeps a quiet shack behind the main barn. She is known as a champion matchmaker and has married more than a few cattle-girls to a human rancher, taking them off the beef market forever. In addition, Grandma Yui is a skillful diviner- she can speak to the spirits of the cattle-girls slain here, and is as comfortable conversing with the dead as she is with the living.

JOUZU LEATHERWORKS

Old **Isao Jouzu (**Male LN human burakumin Expert 15) has worked these leatherworks since the 60s, taking over from his father, who started the business in 1923. A peevish, rail-thin man with a long mane of stringy white hair, Jouzu might be the best leatherworker in modern Japan. He's never formally studied magic, but instinctively knows how to stitch together enchanted leathers, from archaic leather armor to modern leather jackets enchanted with a variety of powers and defenses for the local Yakuza. Jouzu works exclusively in leather tanned from the hides of slaughtered girl-cows, and gets along better with the neighboring semi-humans than he does real people. Shortly before their slaughter, many of the Ranch's girl-cows visit the old man to extract a grudging promise he'll make them look beautiful one last time.

Occasionally, the old man will skin one of the cows alive to make a particularly potent suit of enchanted leather. The skin's donor must be completely willing, and a willingness to endure such agony is rare even the submissive and self-sacrificing cattle-hybrids, so such amazing suits of armor are vanishingly rare.

ELSEWHERE IN MATSUSAKA

Matsusaka is a rural town, with most of the local industries centered around meeting the needs of the great Ukemochi Ranch. Farming supply houses, supernatural veterinary clinics, agri-business are all common trades here. Roll 5D6 to quickly generate other business found in this cattle-obsessed, company-run prefecture.

THE AKEBEKO ESTATE

Tsu, Mie Prefecture

The Akebeko Estate has stood since the 1880s, a massive and maze-like 42 room mansion built in an elaborate German style. The Akebeko Estate is one of central Japan's most famous *ijikan* (foreign house), and a popular photography destination for tourists from around Japan. The estate's sprawling and carefully tended grounds abut the Golden Ranch Petting Zoo, and it is often difficult to tell where one begins and the other ends.

The Akebeko Estate is alive; it taught **Goro Akebeko's** hateful grandfather the secret of breeding cattle and girl

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Other Flesh Businesses in Matsusaka					
D6	Type of Business	Connection to the Ukemochi Ranch	View of Women, Human and Otherwise	The Sweetness	The Horror
1	Veterinary Supply and Medical	Deals direct to the Ranch, long term contracts, very profitable	Institutionalized misogyny and a very solid glass ceiling	Cattle girls are allowed to visit here, and are friendly with the staffers, maybe even work part-time	There's dozens of girl-cow bodies buried somewhere near by, testament to Itaiichi Akebeko's rampages here
2	Agricultural Equipment Sales	In direct competition with the Ranch, not doing so well	Majority female workforce, doesn't think too much about the morality of cattle girl butchery	Sponsors local kids who raise girl cows for sale	Owner supports Itaiichi in his schemes against his father Goro Akebeko
3	Leather-works	Sells to those fuckers in Kobe! Hated in town!	Fairly equal and gender-integrated workforce	Purchases and rehabs injured cattle girls otherwise destined for early slaughter	Owner is stealing or embezzling massive amounts from the Ukemochi Ranch or a subsidiary
4	Feed Store	Indirectly benefits from the Ranch's presence	Otherwise feminist and progressive company, except when it comes to cattle-girls	Saccharine, kawaii anime cow-girl mascots on everything	Something is killing workers in horrible ways and the company is covering it up
5	Transport (refrigerator trucks/train cars)	Bought out and now owned and operated by the Ranch	A woman working here has signed away many of her rights, and might be butchered like cattle at her employer's whim	Provides a lot of sub-prime *thinking-beef* to Tokyo and Osaka's homeless	*Thinking beef* is no longer enough and the owner is turning to the butchery of humans
6	Cattle and cattle-girl buyer/seller	Employs many Ranch dependents	Treats all human employees well and demands humane treatment of *thinking-beef* livestock	Uses new technology and procedures to be much more humane to the livestock	One of the workers helps undermine the Ranch and wants to end the *thinking-beef* industry on moral grounds

and grew the clan's modest wealth to Fortune 500 levels in a generation. The estate is a **Slaveholder Mansion** that thinks and hungers; it demands the slaughter of a girl-cow in the festival kitchen every new moon, merely to assuage its appetite. The mansion demands an even higher price for more impressive magic and new secrets: four years ago, Goro Akebeko butchered and dressed out his infant granddaughter for the home's assistance in winning government deregulation of the Ukemochi Ranch.

Goro Akebeko's children live at the lavish estate. The most ambitious hold high positions within the company. The least ambitious is Goro's eldest son, **Itaiichi Akebeko** (CE male Tiefling Barbarian 6), a dull-witted, frat-boy monstrosity who lurks around the estate. He occasionally "works" at the Ukemochi Ranch as a slaughterer- his sadism and deliberate, brutal inefficiency both terrify and disgust the regular slaughterhouse workers. Turn him loose on a girl-cow to be butchered, and he'll take all day torturing her to death, leaving no usable meat or hide behind, tie up a slaughter chute for most of the day, and terrify the other cattle. The workers who have to clean up after his rampages hate Itaiichi almost as much as his father does.

The Akebeko Estate is expertly run by **Old Bors (Boris)** (LE male Anthro Noble 11), who was one of Ukemochi Ranch's first stud-bulls, now semi-retired as Goro Akebeko's personal butler and attendant. By either cattle or human standards, Old Bors is geriatric, yet has lost

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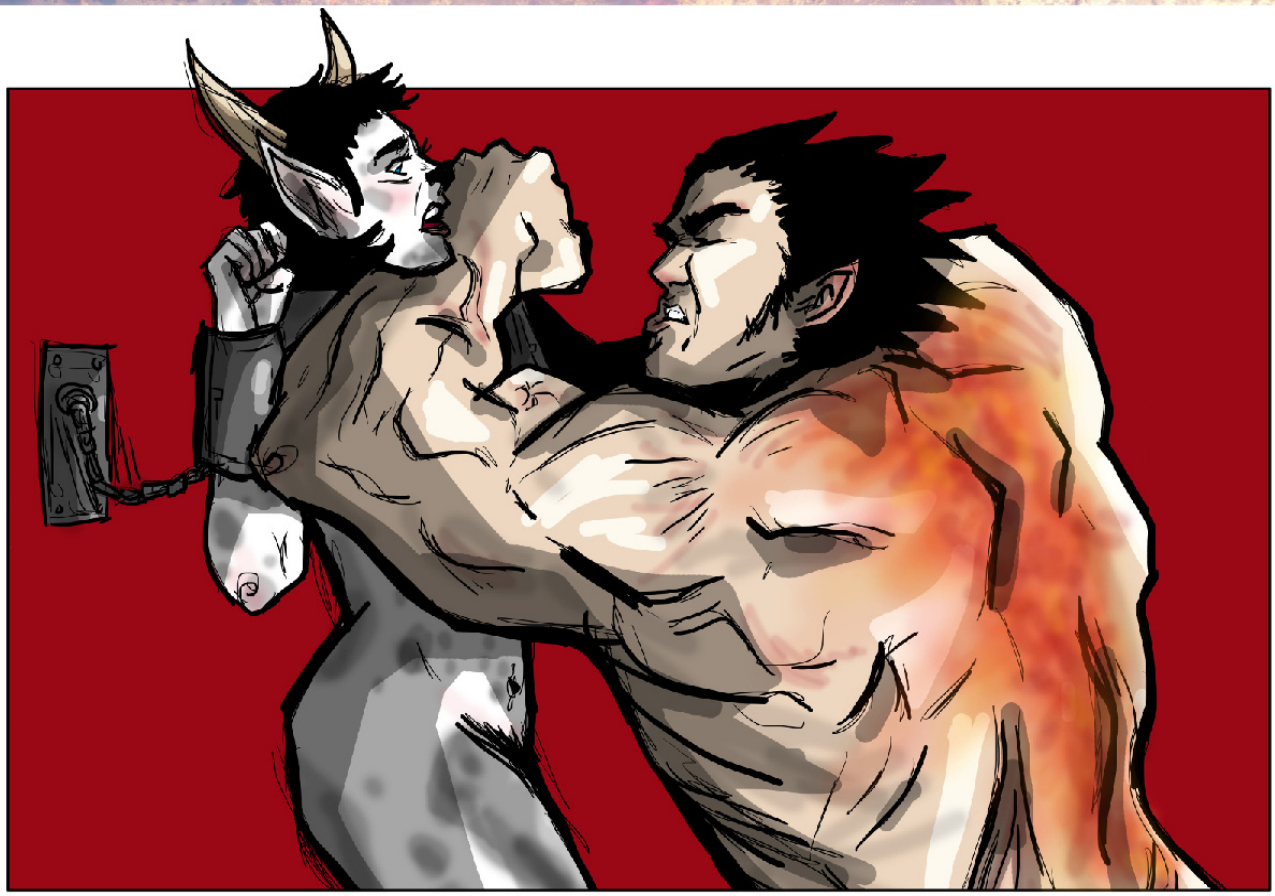

none of his strict, commanding demeanor and little of his strength. He attends to the dark mansion's needs, knows the family's many, many secrets, and acts as Akebeko's personal valet. In return for his loyalty, the bull-like butler has been rewarded with little prerequisites: a vermillion, 1953 Porsche Boxer for his errands, and the sexual favors of any cattle girl he so chooses.

THE BOATHOUSE

The boathouse out behind the mansion is Itaiichi's personal playground. While his father has no moral qualms about the slaughter of women, his sadism is driven by profit, and Itaiichi's chaotic lusts disgust the old man. Those lusts are on full display in the boathouse. A preserved leather strangling cord in a glass case, once used by America's infamous *BTK Killer,* is mounted over the front door. The garrote is Itaiichi's favorite possession and a symbol of what his he's turned his private playground into.

Itaiichi has been 'playing' here since he murdered his favorite nanny at age 10. Though the staff cleans the boathouse to operating room standards after every atrocity, the walls are stained with blood. Hundreds of corpses are chopped and burned, then buried on the grounds, many of them dumped in the Akabeko clan's private, artificial lake.

The presence of so many sexually violent killings has warped the area's karma. The walls bleed when Itaiichi steps within the boat house, horrific visions flash across the eye, ghostly moaning and agonized death-screams fill the quiet air, stunning the crickets to silence. Characters with Eyrines training (any feat or trait with Eyrines in the name) suffer statistically harmless but noticeable nosebleeds: Ittachi likes to boast that it's a sign the Eyrines wants some of what he's got between his legs.

Akateko plants are common in the woods, and the most horrific kind of undead prowl the vicinity. **Gakido Walkers** and **Guro Fiends** are common, and dote on Itaiichi like he's the friend who always brings the best beer to the party.

GOLDEN RANCH PETTING ZOO

Tsu, Mie Prefecture

The Ukemochi Ranch Corporation maintains this small and faux-pastoral petting zoo just outside the prefecture's capitol. The Golden Ranch is popular with local elementary school students, who often spend warm spring days visiting with the cattle-women. (The cutest and best behaved cattle-women from Ukemochi Ranch compete for a three month 'working vacation' at the petting zoo.)

After sundown, the Golden Ranch becomes a somewhat more serious place. Minor Amakaze meet and plot here, far from Black Tokyo's prying eyes and ever present web of

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scying wards. **Goro Akabeto** oversees the petting zoo and lives in the castle-like private estate overlooking the fields. Ababeto is the founder of the "**Twelve Golden Amakaze**" faction, a rouge sect within the vast demonic conspiracy.

The Twelve Golden Amakaze seek a return to the 'traditional' values of the Amakaze- greed and sadism rewarded by wealth, above all. The Twelve Golden Amakaze loathe the **Ubume Empress** and what they consider her guilt fueled distraction from business- and for the Twelve Golden that business is business. The Twelve Golden are actively recruiting Amakaze members to their side, mostly by offering a greater share of profits and greater chances to indulge power fetishes than offered by the current leadership. These ambitious sociopaths are willing to take on a dark goddess and her minions for a greater share of the world's total GNP.

Akabeto's faction often meets here, always on nights of the new moons when the Ubume Empress' supernatural eyes are most blind. These meetings are always inaugurated by the death of a cattle-girl, grilled alive for the board's dinner.

THE UKEMOCHI SLAUGHTERYARDS

Yokkaichi, Mie Prefecture

While many of the Ranch's ordinary cattle and many of its cattle-women are slaughtered onsite at the Matsusaka facility, many are live-shipped to Yokkaichi for slaughter. At the northern edge of the prefecture, Yokkaichi benefits from excellent rail connections that get fresh-slaughtered *thinking beef* to Tokyo's tables and supermarkets that much faster.

The Slaughteryards are a sterile warren of modern, efficiently designed buildings at the edge of town. The facility is intentionally designed to be clean, well-lit and hospital like, rather than the grim dungeon many visitors expect. A marble-topped privacy wall shields the facility from outside view, most locals never realize that thinking-beef is produced here. Unlike the Matsusaka facility, tours are never offered, because the slaughter of girl-cows has never been normalized by years of wide practice in Yokkaichi…though the Ukemochi Ranch has ensured the practice is technically not illegal.

The Ukemochi Slaughteryards were designed, and continues to operate under the supervision of the quixotic **Amelia Tajiri** (LN female human Smart 5/Druid 3). She is an autistic genius, more comfortable around animals and girl-cows than normal humans. She walked the slaughterhouse floor to get a girl-cow's eye view of the butchery process and redesigned the procedures to make them both more humane and more efficient. She is considered a senior vice president in the Ukemochi Ranch power structure, but she barely notices. She spends her days as one of the final faces that girl-cows ever see, and is content with just that.

NAGASHIMA HAPPY SPA

Kuwana, Mie Prefecture

The Nagashima Happy Spa is a huge, multistory shopping mall- really a retail arcology! It's got hundreds of stores, restaurants ranging from *MOSBurger* to high-end cuisine, a few different movie theaters. Most popularly, there's an indoor, artificial beach and truly epic waterpark.

The Happy Spa is owned by the Akabeko Clan and painted in a variant of its clan colors (hot pink instead of crimson, plus black and white). Ranch employees receive special discounts at the park and there are several free family days offered throughout the year. Once each quarter, cattle-girls are brought to the park for a final day of fun, just 24-48 hours before their slaughter.

During these visits, the seemingly endless parking lot and five story parking tower (not to mention every other exit from the Nagashima Happy Spa) fill up with the obsequious, yet looming presence of black suited, sunglasses wearing men in black (with red & white cartoon cow neckties). They are tasked with making sure that all their cattle-girl charges make it back on the charter buses, and no reluctant girl-cow escapes into free Japan. (Use the Tokyo MPD Supercop stat-block, with a LE alignment for these warriors).

IGA NINJA TOWN

Iga, Mie Prefecture

The town of Iga has a colorful history that the locals have no idea is anything but history. Located in the heart of Mie Prefecture, Iga was in ancient times the birth place of several ninja clans, famed haiku poet *Basho* and master samurai-sword smith *Hatori Hanzo*. The town's tourism industry is driven by ninja-enthusiasts.

Trains into Iga are decorated with cartoon ninja livery, as are half the businesses in town. Sidewalk mosaics depict cute blue and pink garbed ninja-warriors throwing stars, and the manholes in town are carved with crossed katana or with shuriken. Several famous, low-budget marital arts films have been filmed here and many of the bars sell special ninja-themed cocktails.

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IGA'S MODERN NINJA

Several ninja clans still operate in Iga, hiding out in the most obvious spot imaginable and blending right in. The most famous (at least in the mega-corp shadows) is the Ueno Clan, a rowdy extended family of humans and Kitsune, who have welcomed some strange new arrivals to the clan in recent years. The Ueno ninja clan has just recently adopted a tribe of Battlechangers into their ranks.

The old clan leadership was wiped out in the 1990s, leaving Ueno Clan controlled by a fairly inexperienced, young crew. On one hand, they're less savvy than other ninja clans, but on the other, they are far more forward-thinking and innovative. Tradition matters, but the Ueno Clan Ninjas are not afraid of doing things in new ways: witness their latest and most profitable new alliance. By tradition, all members of the clan take Ueno as their surname, though most use enough false identities to populate a small-town phonebook.

The Ueno Clan's 'elders' are a trio of respected ninja elected by the clan membership for five year terms; one elder seat is up for election every two or three years. The three vote on leadership matters and it requires a 2/3 majority to commit the clan to any long-term contract (though individual members are free to negotiate individual commissions). An elder can serve no more than three consecutive terms, though none have served that long in practice.

The current trio of leaders are:
Watta's (CG male ninja human Rogue 6) term is up shortly and he isn't planning on running again. He's fed up with the hassles of leadership and just wants to go back to being a soldier. Watta has vetoed any gigs that involve the *Nine Dogs* or *Five Blossoms Amakaze*, same with any hint of involvement with the *Rape Pure Tournament.* He's got a conscience about the kind of jobs the clan takes. He's probably the most reliable of the leaders and the job has weighed heaviest on him.

Michuru (CN female ninja Kitsune Smart 5/Techie 2) is the clan's B&E and surveillance expert, who spends most of her time running jobs in Tokyo and Chiba. She's an

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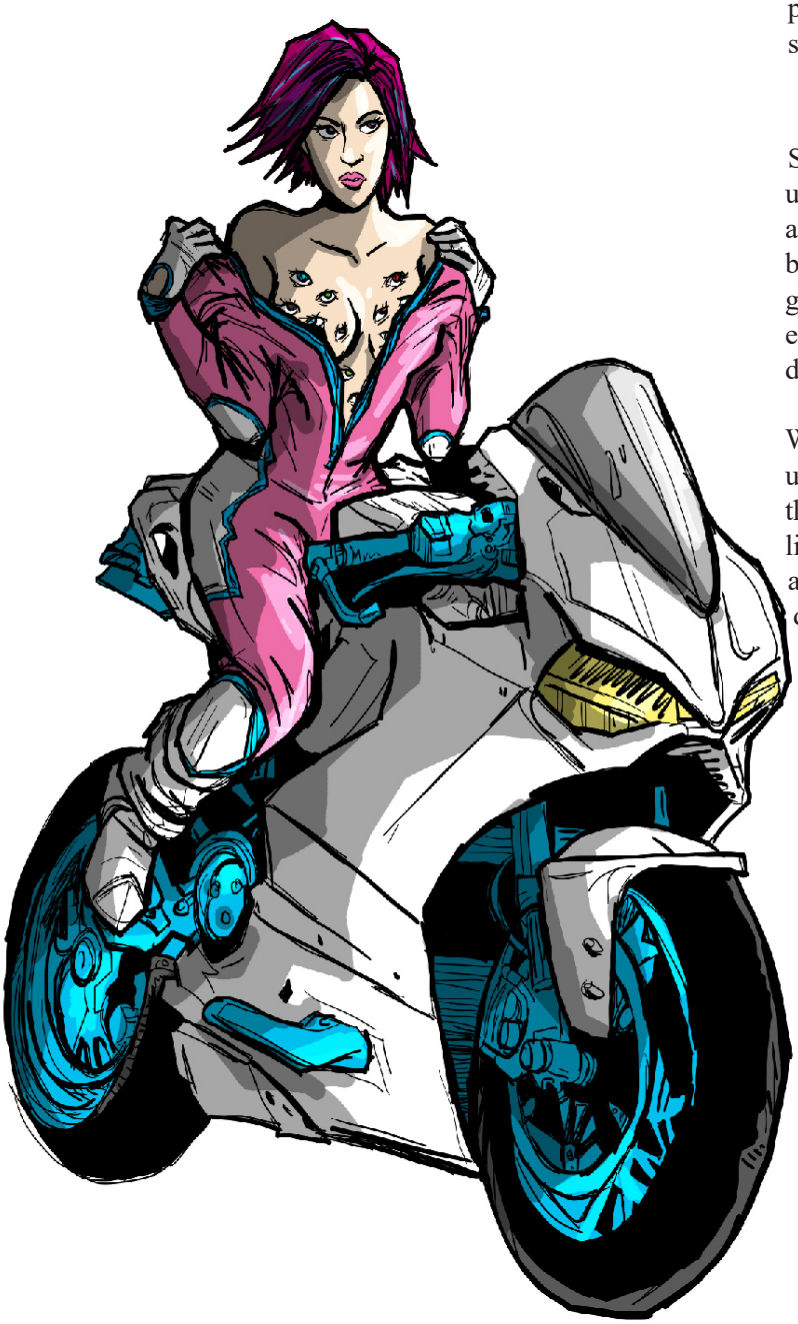

awesome thief but a less than inspiring leader. She's got months of back paperwork and command decisions to make waiting for at her desk in Iga. She's allied with several Yakuza gangs and is pushing the clan into firm alliances with the Amakaze. She usually votes with Matsuo, but can be convinced to vote Watta's way with some deft sexual teasing.

Matsuo (LE male human ninja Rogue 7) and Watta hate each other. Matsuo thinks the clan should take any job that pays well or provides the opportunity for growth or gaining political power. He's firmly in the Amakaze's pocket, and knows how to navigate the different Amakaze factions without burning bridges. Clan honor prevents him from trying to assassinate or otherwise harm Watta. Matsuo is content simply for the man's term to expire. He's positioning one of his lackeys to run for Watta's vacated seat.

UENO CLAN'S BATTLECHANGERS

Several years ago, the Ueno Clan made an alliance with an unaligned tribe of *Battlechangers*, opportunists who easily adapted to life alongside their human and Kitsune ninja brothers and sisters. The **"Boost/Boost Clan"** are a motley gang of *Emulator* thieves, scouts and spies, which could easily be called ninja in their outlook, training and methods despite being built light-years from Japan.

When they emigrated to Earth, the Boost/Boost Clan picked up a little of the Ueno Clan's subtlety and discipline, and the clan got access to the skills and firepower provided by living alien mechs. Most Boost/Boost Battlechangers adopt a Japanese street-bike alt-mode, though a few have light-duty van or subcompact car alt-modes either instead of or in addition to their bike-modes. Whenever possible, the Ueno Clan tries to partner a Boost/Boost Battlechanger with a human or Kitsune driver on jobs. The robot acts as a getaway vehicle and fire support for the humanoid ninja. Several Ueno Clan ninjas have developed their Kiss Friend abilities, and are easily the equal of any police Kiss Teams.

IGA'S FAMOUS NINJA MUSEUM

This rather tacky tourist attraction is a recreation of an ancient ninja castle moved to the top floor of a modern retail complex. It's also the Ueno Clan's headquarters. The entire shopping arcade and museum are filled with ninja themed décor: rather obvious revolving shelves, hidden trap doors and sliding walls that visitors can discover are everywhere. The real secret entrances to the headquarters' secure areas are hidden so well ordinary tourists never even suspect they're there. Security is subtle but very good.

Half the sporty, brightly painted motorcycles in the parking lot are Battlechanger warriors, ready to defend their adopted clan at a second's notice. Likewise, most of the shop-girls dressed as pink-clad *kunoichi* are Uneo Clan warriors who conceal lots of tiny blades in their cartoony costumes.

Secret levels beneath the mall's power plant serve as dormitories and training rooms for the clan members. Several meditation rooms tap local ley lines to speed healing or grant extraordinary mental focus. In the last few years, a mechanical bay for repairing damaged Battlechangers has been installed.

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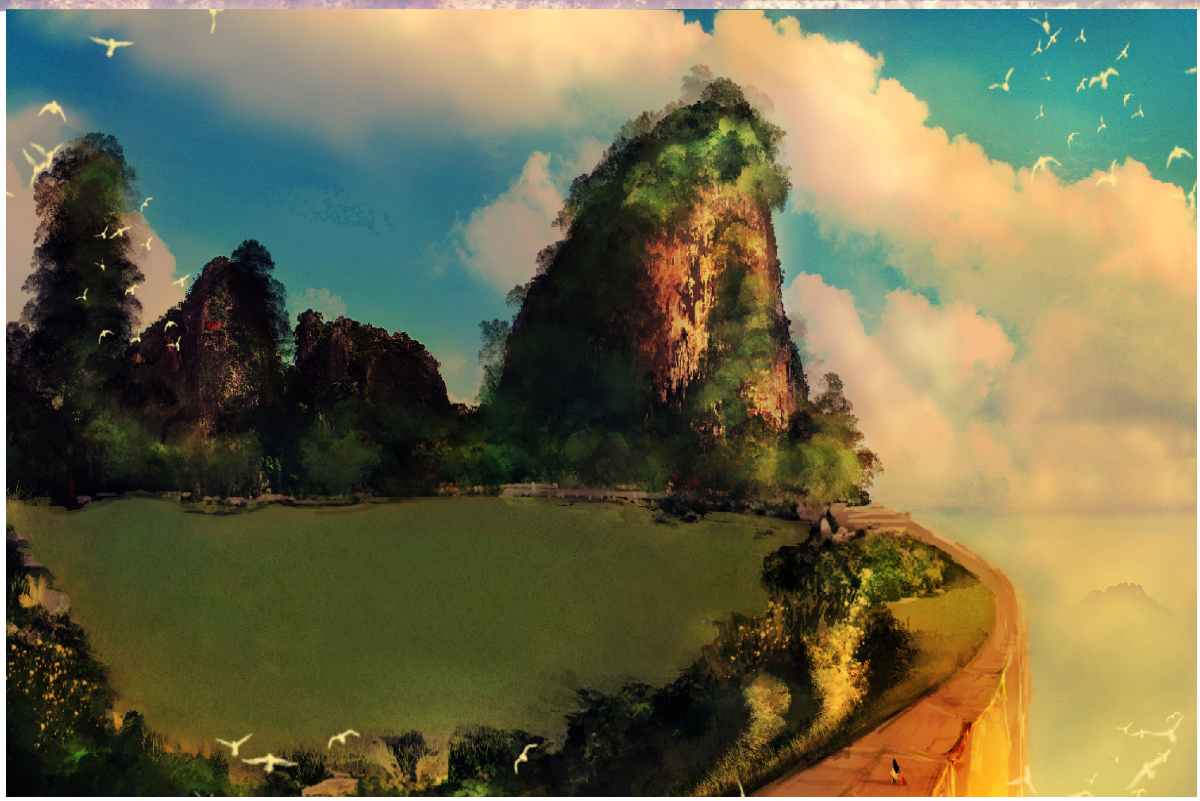
ISE SHRINE



Ise, Mie Prefecture

The Ise Shrine is one of the most sacred sites in all Japan, and consists of two buildings separated by six kilometers of sacred woods land. A high wooden barricade dating back centuries shields all but the tops of the private shrines from view, and is patrolled inside and out by elite Japanese police officers. Only members of the Imperial Family are allowed within the shrines themselves, though visitors can walk the woods at their leisure. Myriad lesser shrines and tiny, one room museums litter the sacred wood lands.

The lesser, outer-most shrine is dedicated to **Ususama**, a fierce god of freedom from physical ailments, worshipped here as a protector of home, family and body. **Akaname** often visit his shrine to leave offerings at the periphery: the shit of their human lovers, carried in ziplock bags or bento boxes, and buried by hand at the edge of the protective fenceline. Such rituals are always carried out as dusk turns to full dark, and the shine's police detail turns a blind eye to them.

The perpetually befuddled, yet jolly **Hotei Wasaru** (NG male Noble Akaname Acolyte 7) tends this shrine and warmly greets visitors of his race. He can tell an Akaname with a single sniff and greets his ecchi brothers and sisters warmly, often sharing sake with them at near-by back alley bars after his shrine closes for the night. He has no idea of the Ise Shrine's true nature and is honored to have been chosen for such an "important" clerical posting.

The greater, inner-most shrine is dedicated to **Amaretsu** in her role as solar goddess and grand-ancestor of the Japanese Imperial bloodline and the Japanese race as a whole. **Kata Yagami, the Imperial Mirror of Japan** is said to rest within the temple. Yes and no. The powerless but priceless duplicate of the cosmic mirror is held at Ise Shrine, while the true mirror rests in secure vaults beneath the Imperial Palace in Tokyo.

The Amaretsu shrine is cared for by **Kanji Kawasaki** (LG male Imperial Family Paladin 6), a former military chaplain with the JSDF. After his tour of duty, he was selected to tend the shrine, something which seriously annoys him. He knows the Kata Yagami relic on site is a decoy, and thus doesn't take his responsibilities especially seriously. He's the reason the supposed resting place of a sacred artifact is only guarded by a few mortal cops, without any heavy occult or ultra-tech backup. His casualness about his duties might provide genre-savvy thieves with a clue that the Amaretsu Shrine is a wild goose chase.

Kami often incarnate on the Ise Shrine's vast grounds. They often embody mysteries of sunlight, woods, water and rivers, as many beautiful carp swim in the rivers encircling the Amaretsu shrine. A rare few Kami incarnated of *skatto* mysteries are born near the Ususama shrine, and are often marked by soft chestnut hair.

THE HUSBAND & WIFE ROCKS

Outside Ise, Mie Prefecture

Two goliath boulders larger than most private houses, jut from the sea outside Ise. The two great rocks are tied together with a ceremonial Shinto rope called a *shimenawa,* which is so massive itself the rope weighs several tons. The two rocks are said to be the place where **Izanagi and Izanami** first made love, and created Japan… and incidentally the rest of the universe, too.

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The larger rock, named for the male Izanagi, is crowned with a massive, free standing *torii* gate. The gate was the place where He re-emerged, terrified and cowed, from the Underworld. The entire area is permeated by the ancient energies of the ward Izanagi placed on the Underworld. Outsiders feel vaguely uneasy within sight of the rocks, and spellcasters who have specialized in Abjuration magic feel the hairs on the back of their arms stand up, and their assholes pucker shut.

Izanami's depraved cultists and infernal minions have tried to re-open the ancient *torii* several times but have failed every time. You know they failed because mortal life still exists in the Earth Realm.

The forces of cosmic good watch carefully over The Husbnd & Wife Rocks for this reason. Each third winter, a good-aligned *Kami* willingly sacrifices him- or herself to the rocks, committing suicide by fire atop the smaller Wife Rock. Whether this ancient ritual has any effect on the strength of the wards or not, the Earth Realm's Kami still make the grim sacrifice, though occasionally a *Futakuchi* makes the firey sacrifice to spare one of her 'sisters.'

ADVENTURING NEAR THE HUSBAND & WIFE ROCKS

The vast, mythic seal that separates the Earth Realm from the Underworld strengthens and empowers abjuration effects within 1 kilometer of the Husband & Wife Rocks and impedes summoning.

- Within 1 kilometer of the rocks, conjuration (summoning) spells and effects, including spell-like abilities, simply fail to function.
- Within 1 kilometer of the rocks, abjuration effects are Extended as by the Extend Spell meta-magic feat, without increasing their level or casting time. Abjuration effects always penetrate the Spell Resistance of Outsiders within this area.
- Outsiders (including Kami) suffer a -1 morale penalty on all saving throws, skill checks and attack rolls within 1 kilometer of the rocks. This penalty increases to -3 if actually standing on the rocks.

LAKE BIWA

Shiga Prefecture

The massive Lake Biwa has stolen most of the prefecture's landmass. Viewed from space, the prefecture is a thin rime of cities and farmland ringing a massive deep-water lake. The lake effect snow makes the winters long and especially brutal here, and storms are fierce. Flashing lightning splits the sky, and the heavenly lights are reflected oddly in the frigid, black depths. Giant centipedes are common along the shores after the sun goes down. Most are longer than a adult's thigh, but some rare specimens grow larger than a bullet train car,

Locals stay away from the shoreline and bring their dogs inside after dark. Nobody talks about it, but workers on the late shift walk to their cars or trains in pairs or trios, as do barflies and clubbers. Only the whore houses stay open late, lit with hot pink neon and certain the Omukake samurai partying inside will pull up their pants and protect them from anything that comes scratching at the door.

THE BIWA CENTIPEDE

Unknown to the centipede-samurai who call the **Shingen School** home, the Elder Oni of the Black Else have bred a new, and even larger and more horrific centipede. The Biwa Centipede slumbers in treasure-laden caverns beneath the lake. One day soon, its hunger will drive it out of the lake, and the School will fall, as will the town of Imazu, unless the gods are very, very kind.

Note: Black Japan's gods are **not** that kind.

THE BIWA TORII

Biwa is far deeper than modern seismologists suspect, and far older than the four million years that science says the lake has existed. A permanent portal to the Black Else lies at the bottom of the lake. The **Biwa Centipede** lairs in the Black Else; it only emerges into the Earth Realm to hunt. Fortunately, it hunts rarely, only on the darkest nights of the year, when the rain pours.

THE MONSTERS OF LAKE BIWA

In addition to the fearsome Biwa Centipede itself, Lake Biwa and its environs are home to an assortment of warped insects, and twisted oni-bred creatures. These horrors emerge from a permanent *torii* leading to the depths of the Black Else that lies somewhere beneath Lake Biwa's chill waters. The following creatures from **Bestiary I** are especially common in the region.

- Aboleth (sometimes known as Isonade in Black Japan)
- Assassin Vine
- Basilisk

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- Bebelith
- Beetle, Giant Stag
- Centipede, Giant
- Centipede, Swarm
- Chull
- Crocodile, Giant
- Ettercap
- Hydra
- Retriever

CHIKUBU ISLAND

Lake Biwa, Shiga Prefecture

This small, forested island is one of the largest islands in the great, fresh water lake. The little visited is island is uninhabited, and is known primarily for its shrine to **Benten**, the sole female member of the Seven Lucky Gods of the Fukujin, and the goddess of water and wit. When tourists take a slow boat to the shrine on clear days, they see a well painted, scrupulously maintained wooden shrine on the forested floor with a pagoda roof like a crashing wave. Beautiful, but nothing extraordinary. Worth a few photographs and fading tourist memories, but not much else.

But a few visitors find something other than the wave-crested shrine.

Instead, they find a small home, that would not look out of place in a Kyoto suburb. The modest home has water, power and wifi, all the modern conveniences, despite the fact that no power lines have ever been laid on the island, nor water or gas mains. This is one of the many homes of the goddess Benten. She is in residence rarely, and her presence is announced by an unseasonable, cool fog. The home is a refuge for her and her few trusted guests; the relentlessly modern goddess is likely to negotiate treaties with Black Japan's other supernatural powers, conduct godly business with Black Japan's other minor deities and/or the occasional, trust-worthy demon lord during an all night *Call of Duty: Black Ops* marathon.

The lake's monsters keep to their damp holes when the goddess is in residence.

THE SHINGEN SCHOOL

Imazu, Shiga Prefecture

Built on the shores of the largest lake in Japan, Lake Biwa, the **Shingen School** trains the arrogant and powerful breed of samurai known as **Omukame.** Known as the best sword and spear-men in modern Japan, a throwback to the glorious days of samurai rule, the Omukame are warriors without equal.

And worst of all, these arrogant bastards, who replace their cocks with mighty centipedes, know it too…..

The Shingen School dates back to sometime in the early 1100s, when **General Takeda Shingen** disappeared from the mortal world to hone his prowess as both fighter and lover. Battling a monstrous centipede coiled in the center of the lake, a monster as big as all the world, General Shingen was barely victorious. He ate the great beast's flesh, wore its shell as armor, and the students who came after him did as well. Soon, almost against his will, General Shingen had founded a dojo. His dojo endured long after his mortal form finally perished, and today, the Shingen School is mastered by an unquiet ghost that walks its halls, spear in hand.

Today, the Omukame order offers membership at the Shingen School to the cream of Black Japan's police and military forces. Only men whose bedroom exploits compare

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with their heroism are even considered for membership. The Omukame consider themselves modern ronin, willing to fight for anyone willing to meet their price. Depending on the day, and the ronin involved, Omukame have fought for everything and everyone from Police Section Seven to the Amakaze to the CIA. A few Omukame have even crossed worlds, to another Earth hanging under a distant branch of the **Great Tree Ygryssadyl**, to fight alongside the gold-armored Covenguard warriors of the *Choicer Covenant*.

Despite their mercenary bent, most Omukame consider themselves protectors of the common folk of both realms. They will often take on a case at no cost, when it involves a demonic incursion. (Though when protecting a pretty girl from the Black Else, Omukame are more than willing to take pussy as payment). Some of the most noble Omukame might even scuttle a paid mission to do the right thing where oni are concerned, but these centipede-samurai are in the distinct minority.

PINK RONIN DELIVERY HEALTH

Imazu, Shiga Prefecture

Pink Ronin is an outcall prostitution service serving Imazu, and especially the Shingen School's warriors. For the girls working at Pink Ronin, it's a well compensated but grueling job. They must have the sexual stamina to survive the marathon bouts of lovemaking that Omukame are known for- three or four days of lusty fucking at a time.

The Omukame are not lust-murderers, but few have any concern for the bodies of their lovers. A few girls lack the necessary stamina, and might perish in the attempt, but most survive, albeit bruised and exhausted, and paid in old gold coins from the feudal era, or else in valuable artifacts. Girls working at *Pink Ronin* can earn a year's wage in a few days of work, a fact that ensures that there is always a ready supply of new faces, despite the risks.

More than a few samurai bastards grow up in Imazu, a consequence of a forgotten liaison between an Omukame and a favorite prostitute. Some even grow up to join the school themselves, giving vent to the violence in their blood.

BENTAI'S BADASS DISKS

Imazu, Shiga Prefecture

The goddess Benten runs many small businesses throughout Japan, all with her own imitable style. Bentai's Badass Disks is a game-off (used videogame and electronics store) about a block from the lake shore. Benten herself is supposed to work the counter every fifth Wednesday morning, but she skips out more often than not, and the shop remains closed till the night manager comes in to open up at 4 pm. Still, the store is a good place for those in the know to get in touch with the *genki* goddess.

The shop's other staffers are ordinary mortals, but their boss trusts them to run the store and deal in magical artifacts when the rare occult customer comes in. The store regularly sells all the magic items bearing Benten's name, as well as a few other magic weapons or armor that look like pricy cosplay gear.

A disreputable little pervert named **Shin** (use the Blue Collar Kami stat-block) works this store and a few similar shops part-time. He lives in a nearby apartment block, in a dingy efficiency covered in ero-manga posters. He's mentioned here because he sometimes sells merchandise from Bentai's Badass Disks under the table at a deep discount and pockets the profits. He gets away with nothing worse than a few bruises because he's one of Benten's many un-acknowledged children, even though he looks a couple years older than she does.

KOGA NINJA TOWN

Koka, Shiga Prefecture

The Koga Ninja Clan has owned this small city for generations, and feuded fiercely with the Ueno Ninjas from the next prefecture over. Like their rivals, the Koga Clan survives and thrives even in the modern world, and like their rivals, they've allowed ninjitsu themed tourist attractions to hide their presence, like moss growing over a stone.

In contrast to the Ueno Clan, the Koga Clan are far more traditional, though they too can embrace new tactics when there's a profit in it. The Koga Clan's sensei rules for life or until age and infirmity render him unfit to continue to lead. When a sensei dies or steps down, the senior members of the clan choose a new leader by secret ballot: only male ninja of at least 35 years are allowed to lead the clan. All clan members take Koga as their surname, though like the Ueno Clan, they all use a dizzying array of aliases and codenames.

The clan's current leader, a stalwart and reserved man named **Shigaraki** (LN male human ninja Rogue 10/

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Assassin 4) has lead the clan for the last decade and a half. Sensei Shigaraki is careful to maintain a cover identity as a pottery magnate: his ceramics factory is one of the city's largest employers. In fact, many of his clan's ninjas have day jobs with his company, to better to fool tax authorities. Most people just assume Sensei Shigaraki is a reclusive local industrialist who doesn't flaunt his wealth.

MIHO'S MUSEUM

Shigaraki doesn't flaunt his wealth; his daughter does nothing but. **Miho Minakuchi** (CN female human ninja Rogue 1/Aristocrat 9) is known internationally as a wealthy heiress and patron of the arts. The beautiful yet capricious young women enjoys the international jet-set party life style, but prefers being known in the society pages as an art enthusiast of impeccable taste rather than for sex tapes like most of her contemporaries.

Using her father's money, Miho paid for the construction of one of Japan's most famous art museums. Miho's Museum (she is nothing if not egotistical) is home to a fine collection of traditional Japanese pottery, samurai and ninja weapons and armor and ukiyo-e worth billions. The museum is an architectural wonder: fantastical crystal castle carved into a mountain and approached by a long, elevated foot bridge of spun glass. Miho is a bit of a cultural snob, absolutely refusing to display non-Japanese artifacts and openly racist in her scorn for Korean and Chinese art.

Not having a head for art, daddy Shigaraki has no idea that many of the pieces in Miho's Museum are stolen by his own ninja, either seduced or paid off by his daughter. All it would take to reveal his clan's existence is one through investigation into the provenance of some questioned display piece.

KOGA CLAN'S BATTLECHANGERS

Impressed by the effectiveness of the Ueno Clan's alliance with the star-born robots, Koga Clan has reached out to the *Battlechangers* as well. Koga Clan has closely allied itself with the **Spiderkrons**, a stealthy and staunchly independent *Tyrakron* faction. In exchange for the access to Earth resources and weapontry that the Koga Clan's vast wealth can buy, the Spiderkrons have allied themselves with the ninjas. Most Spiderkrons are triple changers, with a luxury car form for speed, a robot form for battle and a spider or other arachnid form for espionage.

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The senior-most Spiderkron is staunchly protective of Sensei Shigaraki, almost stalker-like in his devotion. **Dark Money** (LE male Battlechanger Magus 12) transforms into the ninja patriarch's limousine. One by one, Dark Money has isolated Shigaraki from his human confidantes and advisors. Dark Money wants permission to murder Miho, and has subtly hardened the old patriarch's heart against her. He's waiting to reveal what he knows about the security risk she poses. Dark Money knows that if the old man approves the murder, he'll break down soon after. Then Dark Money will be the master of the Koga Ninja Clan, not merely another servant.

THE HOSPITABLE KOGA PLATE

"The Hospitable" is a cannibal cuisine restaurant that proudly serves Mie *thinking-beef* and other living delicacies. The owner and head chef is the estranged brother of Sensei Shigaraki, **Tomo Koga** (NE male human ninja Expert 11). Koga wears the clan's name openly as an insult to his hated sibling, but has never been allowed to act as an official part of the clan once he failed a critical test during his teen years. Instead, Koga opened a murder restaurant.

The Hospitable is infamous for its chef's contests and flashy, live cooking shows. All the cannibal dishes/victims at the Hospitable are butchered live and conscious. The restaurant uses heavy doses of drugs and mind-warping sorceries to keep its victims from feeling the excruciating pain. A panel van from the **Ukemochi Ranch** arrives every Saturday morning, carrying the week's supply of cattle-girls. A rotating circuit of cannibal chefs, including infamous demon-men like **Eto the Iron Pot** and **Basashi,** compete with the host to produce the tastiest dishes.

The Hospitable is popular with those just beginning their journey into cannibal atrocity. The lack of pain and response from the dishes turns off many of the most feral blood-feeders, though it's comforting for rookies in the fetish.

The Hospitable has somehow warded itself against **Connoisseurs of Woman Flesh** and other super-predators attracted by cannibalism, but the wards occasionally fail, terrifying Koga. **Dark Money** has traded Koga protection from these horrors in exchange for information on breaking his brother's control over the clan. Dark Money has (falsely) promised the chef vast wealth, everything his brother owns, including the niece, when Shigaraki is dead.

THE GION DISTRICT

Kyoto, Kyoto Prefecture

The stately and beautifully archaic Gion District is the largest remaining *hanamachi* (center of geisha culture) in Japan. Several geisha houses are clustered in a narrow band running along the **Kamo River**, and the women there are celebrated for their grace and beauty. Elder geisha here are designated as 'living national treasures', describing the unique role the women play in preserving Japan's cultural heritage.

There are five major geisha houses in the region, each with its own kamon (crest), which the geisha and maiko display as crests on their kimonos or symbols painted on their building's traditional paper lanterns, as well as a multitude of lesser houses.

Those living and working in the Gion District are more familiar with true geisha than people elsewhere in Japan. During the spring and autumn, the local geisha houses perform public dances and serve tea (or beer) at outdoor festivals. Ticket prices for these events are well within the means of Japan's poor and middle class, a contrast to the 800,000-yen price tag of Tokyo's most elite geisha. During the last week of June, the Gion District's five great geisha houses combine their efforts for an impressive festival where the most beautiful and talented girls from each house perform.

The five great geisha houses (*ochaya*) are found within several blocks of each other, in various places throughout the Gion District. The five great houses and their matrons are:

HIGASHASI

The Higashasi House is under the control of the matron **Kiko** (LN female human Aristocrat 6). She hides a keen and sarcastic sense of humor behind her professional façade. If anyone is rude to her staff or disrespects her establishment, her quiet, yet acerbic tirades can reduce even Amakaze middle-men to tears and stammered apologies. Geisha from her house often perform at public festivals and are very much a part of the community. The house's *mon* is a plum blossom.

KAMISHICHIKEN

The Kamishichiken House has been governed by the matron **Mameyoshi** (LN female Futakuchi Aristocrat 10) for more than sixty-five years; the immortal re-established herself as the 'daughter' of her first legal incarnation several years ago. The geisha of Kamishichiken are trained to listen closely to their wealthy clients, and subtly ferret out secrets about the Amakaze and other conspiracies. Mameyoshi acts as an information broker,

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favoring dealings with the forces of good, but only out of enlightened self interest. There are several Futakuchi and Kami among the ranks of her geisha. The house's *mon* is a rising sun.

KOBU

The Kobu House recently lost its matron to a sudden heart attack and is in turmoil. No clear successor has emerged, and Kobu House's fortunes are failing. Many of the Kubo geisha have already left for other houses, and the rest will likely be absorbed by Higashashi. The house's geisha are exclusively human, except a single Nekomusume geisha-in-training (*maiko*) named **Satin** (use Free Neko stat-block). Satin will likely have to complete her training elsewhere, assuming another house will accept her. The ***New Day Girl Factory***, though a corporate subsidiary, is looking to purchase Kobu House. The house's *mon* is a wreath.

PONTOCHO

Pontocho House was recently moved from the location where it has stood for the last century to a newer, larger establishment a few blocks away. The house's geisha are as decorous and outwardly serene as ever, but privately most hate the new building. The matron is **Sayo** (LN female human Expert 8), who is extremely motherly to the geisha under her, but who's ideas of improvements are often anything but. One of her less controversial ideas is to allow a trio of POETICA purchased with house funds to train as *maiko*- most of the other geisha like their machine

sisters and feel they will be good additions to the house. The house's new *mon* is a pine tree, though some heirloom items still bear the older *mon*, which was a mountain.

MIYAGAWACHO

The Miyagawacho House is one of the oldest and most picaresque in Kyoto, built along the banks of the river, and featuring spectacular gardens and nature walks. The Miyagawacho House is lead by the relatively young matron **Mamechiho** (LN female Noble human Charismatic 5) who is distinguished by her elite client base and stunning web of political contacts. Under Mamechiho's rule, the old house's fortunes have improved to what they were in the old days, before WWII. The house is extremely popular with local politicians and celebrities, and its *mon* is a golden carp.

THE HOUKAGO GEISHA SOCIETY

Though not an official geisha house, some of the students from nearby **Sakuragaoka High School** have established the first ever "**Houkago Geisha Society**" as a student club. The girls of the HGS are studying geisha culture on their own after school, and are already competent, if unpolished *maiko*. When they graduate, some might even be accepted into one of the five great houses, and some of the members have expressed an interest in finding a way to keep Kobu House afloat, maybe by drumming up community support

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and putting on geisha performances at local festivals to benefit the failing house. The girls of the HGS have decided on a stylized teacup as their *mon.*

The girls of the HGS are as staunchly feminist as only socially conscious high school students can be, and they've already written a rule in the club's by-laws that the practice of *mizuage* is strictly forbidden. Which only bears mentioning, because they've already slapped away a few offers from local industrialists suggesting the old tradition as a way to quickly raise the funds to save Kobu House.

THE OLD IMPERIAL HOUSEHOLDS

Kyoto, Kyoto Prefecture

Four major Imperial Residences in Kyoto are historic sites open to the public. Each Imperial Residence is a sprawling castle or palace, surrounded by gardens and a small walled village of lesser structures, private temples and governmental offices. All four complexes are exceedingly similar in their grandeur and beauty, with neat grids of buildings organizes around the main residence, where the highest nobility stayed during the facility's tenure.

The **Imperial Palace** and **Sento Imperial Palace** are found in the central district of the city- they flank the *Imperial Park* and its beautiful cherry trees. The **Katsura Imperial Villa** is found to the west, and the **Shugakuin Imperial Villa** is found towards the north. All four complexes are crowded tourist destinations, and reservations usually have to be booked through the Japanese bureaucracy months in advance. Sometimes they are closed to the public for trade summits or other affairs of government.

The Old Imperial Households are overseen by the Imperial Household Agency, which is commanded locally by career officer **Hayate Matsuri** (LN male samurai human Soulknife 7), who formerly oversaw the direct protection of the Imperial household. **Matsuri** is a serious and humorless man with the unique ability to produce weapons out of nowhere, and kill ten men effortlessly ruining the creases of his designer suit. He is especially curt when members of the Imperial Family are on site.

THE GREAT WOMB OF HEIAN

A natural cavern beneath the *Imperial Park* glows with watery radiance shed by glowing crystal flowers emerging from the hard-packed earthen walls. Fierce, *Imperialistic Kami* dedicated to the protection of Japan and its rulers are often born within a cradle of earth at the center of the cavern. Though only born once every half decade or so, the Kami who incarnate at the Great Womb of Heian are some of Japan's most trusted defenders, and are considered members of the Imperial Family by right of strange birth.

The Great Womb of Heinan is accessible via obscure dimensional 'shortcuts' leading from both the *Imperial Palace* and *Sento Imperial Palace*.

THE HIDEYOSHI LIBRARY

Located in an out of the way corner of the *Shugakuin Imperial Villa,* this occult library is concealed as overflow document storage for the on-site museum. The Hideyoshi Library is environmentally sealed to preserve the old papers and artwork within, and has double "airlock" style doors to preserve the internal environment. Members of the Noble and Imperial Family cultural templates are allowed to copy the historic scrolls here to their spellbooks, but only with a full criminal background check and several months advance notice. Matsuri is always on-site when a scroll is brought out to be scribed.

"THE RECORDS ROOM"

Shortly before the Japanese surrender, Imperial Army officers buried a vast store of military records in a hidden office somewhere beneath one of the Old Imperial Households. Which one remains in question, though supposedly the passage way to the secret office is found in an ancient bathhouse or perhaps an old privy.

The records hidden here detail atrocities and war-crimes forgotten by history: rapes, mass executions of soldiers and civilians, illegal medical experimentation and worse. Many of the officers involved are the fathers and grandfathers of some of modern Japan's most powerful men. The revelation of these records could turn the already icy relations between Japan and other Asian powers openly hostile, and upend the Diet….including scandalizing some of the Amakaze's most useful current minions.

KYOTO'S SHRINES

Kyoto was the Imperial capital for over a thousand years before the seat of power moved to Tokyo. During this time, it has accumulated uncounted shrines and memorials to renowned figures. If you need a shrine or similar structure for background color, roll 4D6 and see what you get.

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Kyoto's Shrines				
D6	Shrine Honors…	The Shrine Is…	The Shrine's Decorations….	Supernatural Involvement ?
1	A former Emperor or member of the Imperial Family	A humble, single small building	Goldleaf statues of Buddhas or the personage the shrine was built to honor	No major supernatural occurrences
2	A celebrated poet or artist	A small shrine surrounded by a large garden or courtyard	Fierce stone shishi lions flanking the entrance	The shrine hosts a minor haunt that triggers on certain nights
3	A courageous samurai warrior	A small or mid-sized shrine attached to another temple or governmental complex	A fanciful golden or silver animal sculpture adorning the rooftop	Kami and Kitsune often congregate here in secret
4	A powerful and revered local *kami*	A humble shrine in the forest or a park	Impressive collection of scrolls and ukiyo-e prints	Undead can pray for remission of their condition and return to mortality here
5	A great religious teacher or philosopher	A huge, ornately decorate pagoda tower	Colorful flags flanking the entry	Women who pray here have blessedly easy pregnancies
6	The beloved wife or concubine of one of the above (roll again)	A massive temple complex tended by many groundskeepers and a popular tourist attraction	A row of dozens of torii gates leading to the shrine	Visitors sometimes dream of dead loved ones who impart wisdom after visiting

IMPERIAL APARTMENTS

Various sites around Kyoto, Kyoto Prefecture

The Japanese government maintains relatively low-profile but nicely appointed apartments and condominiums throughout Kyoto for the use of obscure relatives of the current Crown Prince and Princess. Though too far removed from the imperial line of succession to ever stand to inherit the Chrysanthemum Throne, these petty nobility still earn a few perks by right of ancestry…especially if they are among Japan's secret defenders.

Characters with the Noble or Imperial Family cultural templates can have access to a private apartment or condominium somewhere in Kyoto or the surrounding suburbs if they are in the city on official business, working occult black-ops, or even if they're merely on good terms with the Japanese Diet.

FALLEN CHRYSANTHEMUM FLOWERS

Over the last three or four weeks, several of the children of minor Imperial relatives have died under macabre and mysterious circumstances. Some have stepped onto trains or been mauled by passing cargo trucks, though none of the kids had shown any sign of suicide risk in the weeks leading up to their deaths. All the children killed have attended the prestigious *New Kyoto Elementary,* a private school for Japan's wealthiest families. What **Chrysanthemum Seven** suspects, but can't prove yet, is the slain children were all victims of a **Teke Teke** who probably attended the same school in life.

One last question to consider…what if it's not a murderous Teke Teke, but instead a **Gaki** or even nastier creature doing the killings?

ANA-BEI'S GREEDY FEASTS

Unlike others of her vile kind, the oni-chef **Ana-bei** (use Azukibabaa Chef stat-block) does not own a murder-restaurant. Instead, Ana-bei cooks for her clients in their own homes. She's convinced several exceptionally avaricious and ambitious minor nobles that eating the flesh of similarly obscure relatives of the Imperial line will help them achieve <u>all</u> their dreams. Ana-bei claims consuming the flesh of distant relatives will improve their place in the Imperial order of succession, or grant potent sorcerous powers, or some other benefit. Worse, Ana-bei has convinced several of her clients to feed their children with her dark delicacies, all but ensuring the children will grow up unnatural and cursed.

And whenever a client finally realizes it's all oni bullshit, Ana-bei makes them her next exquisitely prepared banquet.

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Kakaju's transfigured prisoners can never be freed, only mercifully put to death, but they retain enough of their human minds to fully appreciate their punishment.

As can be expected, the *oni's* work commands a premium. The evillest men in Japan pay multi-million yen commissions for a chance to have one of their female enemies cursed with immobility forever, and adventurers who recognize the Kakaju's tattooed oni-servants (use Ironbrother Yakuza stat-block) coming will commit suicide rather than allow themselves to be taken alive.

The **Eyrines Sisterhood** has placed a twelve-million-yen bounty on Kakaju's head. Each time one of the Sisters fails to claim the bounty, the elder oni mails her hands and labia back to the *Osaka Safehouse*. He enjoys taunting the Sisterhood with his knowledge of their last and best sanctuary.

OKIKU FURNITURE

Kyoto, Kyoto Prefecture

This small factory sits on the outskirts of a sprawling first world city, and from the outside at least, has nothing to call attention to it. Men come and go in shifts, producing cheap furniture for Japan's office-boxes and micro-apartments, not knowing that one of the mildew-stinking rooms in the furniture factory's basement opens onto the Black Else.

Behind this peeling yellow door, the ancient **Kakaju** (NE male Ironclub Oni Witch 13) works his craft, as he's done for endless centuries. Kakaju is a master craftsman, and his chosen medium are human souls.

The old oni practices a unique kind of slave mastery, ripping souls screaming out of their dying bodies, burning and binding and twisting the soul, before trapping it inside wood or iron. Flesh is similarly distorted, becoming wood and leather, glass and iron. Human women are transformed into furniture- into beds, chairs, urinals and worse things, so their new owners can appreciate them in their bondage.

THE KAKAJU'S THINGS

The furniture factory is a haunted place, and its ghosts are the unquiet spirits of tortured women impressed into the wood and stone of the structure itself. Some of the imprisoned souls include:

- **Asyuka Hayashi,** is trapped within the blankets the oni made from her flesh. In life, she was an exorcist, trained by the old men of the cemetery at Nagasaki.
- **Mitsoru Kanno,** a feminist activist and author who earned the Amakaze's ire during the late 1950s. She has become the oni's desk, and is privy to his innermost secrets now.
- **Lady Rika,** an Eyrines Sister of the Kami race, who fell in 1266 CE. She is the oni's urinal, and is the most tortured, yet the most sentient, of his captive souls.

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The Floating World			
D20	Club or Bar Name	Is Owned By….	What's Weirdest About It?
1	Image Bar Kittycat	An elder oni who long ago repented of evil	Women are allowed to make WILL Saves to search for this specific club or bar
2	Love, Love Soapland	The Yakuza	No man who enters here ever leaves alive, but they die in ecstasy
3	Club Pinky	Someone who sold out to the Amakaze and is on the verge of losing her soul	Akaname congregate here in great numbers, as do *skatto* witches
4	Slick Soapland	A Goryohime witch looking for an apprentice	Each night, at 0352 exactly, a fire consumes the structure and many patrons
5	Marilyn Monroe Nopankissa	A Tanuki who came to the Earthrealm in 1814	Boys who lose their virginity here become great sorcerers
6	American Bar	A former US Marine, whose life was destroyed and rebuilt after a tour in Camp Fulgrim	Sex here with a willing prostitute acts as an *atonement* for the sin of rape
7	Cowboy!	A runaway Nekomusume who is still being hunted	Bloodstrong clans offer their youngest and prettiest maidens to police and JSDF soldiers here
8	Dollhouse Paradise	A Sazae-Oni who hunts here	No money changes hands here, for anything
9	Smile Bar	A Ubume who uses the club to distract her from her grief	Those who visit die within a month of coming here, by accident or strange disease
10	Rose Club	Some megacorp who doesn't realize its significance	Shapeshifters and were-women dance on stage in their hybrid forms
11	Million Yen Dream	A dying POETICA	Anyone who orgasms here is cured of all disease, mundane and magical alike
12	Softclub	An aging whore who stumbled into the Floating World years ago and never left	Dancers, prostitutes and clients alike shift age, race and gender seemingly at random.
13	Happy Dreams Wet	The seven-year-old daughter of one of Japan's richest men	Dying alcoholics can find their way here easily for a final drink
14	Lonely Heartbeat	Some Hyakki Yokai friends up to all sorts of mischief	News print outs of infamous local sex criminals and perverts in a wall of honor behind the bar
15	Lovely Kitty	The Nine Dogs Amakaze through a front company	Emotionless school children from wealthy families selling their virginity
16	Champagne Night	A bunch of foreign investors	Pregnant supernatural women offer their bodies at a premium
17	Foxy Girl!	An ecchi enchanter who won it in a game of Texas Hold 'Em	There's some kind of legendary artifact buried out back, but good luck digging it up
18	Pool Bar	Oyari Roman's disreputable younger brother	Kitsune prostitutes charge by their number of tails- 8 or 9 tailed foxes are supremely skilled at the art of love and worth thousands!
19	Flower Club 21	No owner, the club itself is alive and aware and scheming	Some kind of sexual contest for impossibly high stakes open to the customers and employees alike
20	Ferrari	Roll twice – the ownerships in dispute and the dispute is about to turn bloody	Men who let the staff peg them can become women if wish to be

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BYODO-IN TEMPLE

Uji, Kyoto Prefecture

Also known as the ***Phoenix Hall*** temple, this site is a cross-planar nexus. Though ostensibly dedicated to the Pure Land Buddhist sect, the structure is also sacred to worshippers of the cosmic raptor of flame known as ***The Flier.*** On winter nights, sometimes the sky above the temple lights with vast fiery wings, visible only to those within the courtyard; it is then that a semi-stable *torii* to an unimaginably distant future opens and any sort of space opera weirdness might fall through.

The ornately and claustrophobically decorated temple is tended by the ever mysterious (and roguishly handsome) **Ky-Lan** (CG male Tal-Anon Cleric of the Flier 9), who practices a unique faith blending Pure Land Buddhism with his race's ancient traditions. The handsome man hides his wings beneath his somber monk's robes and flirts shamelessly with the men who come to the temple seeking enlightenment….though he teaches advanced philosophical concepts very adroitly when he wants to.

Ky-Lan protects the region from the futuristic strangeness that sometimes blasts to the temporal/spatial rift above Phoenix Hall…and his future from the weirdness that Black Japan has to offer. Ky-Lan also is a staunch believer in second chances, especially when they're not deserved. As such, he's opened the outer areas of the temple as an impromptu shelter for Kyoto Prefecture's homeless, drug addicts and down and out. If the story's sad enough, he's sometimes arranged passage for a desperate man into the *heavy future*, where he can ride a rocket to some new and hopefully brighter destiny.

THE FLOATING WORLD

Somewhere in Osaka, Osaka Prefecture

The Floating World is an ever changing and dream like place, a phantom district of bars, love hotels, soaplands and fashion hotels located in downtown Osaka. It is a half world place that is never the same twice, and whose borders and confines seem to shift the moment you look away. The Floating World is never the same twice, and most men only visit the Floating World once in their entire lives, for good or for ill. The Floating World is not a place Americans and foreigners are welcome at; it is not a place outsiders know how to find. The Floating World's exact location on its twisting, winding street seems to shift; the buildings around the World change owners and décor often, as if in a dream.

Floating World can only be found by two kinds of men-men of quiet desperation, longing for a few minutes pleasure with a lover, or men in the throes of sexual excess looking for a new thrill. Anyone else, even with the best directions, will simply wander for hours through Osaka's backstreets, finding similar, mundane establishments aplenty, but never setting foot in the Floating World.

The Floating World is a pocket dimension, a well of time and space separate both from the Earth Realm and the Tatakama, but touching both. It can be accessed by those in the Tatakama, prowling the geisha districts and gambling houses in the same manner as it can by a modern Japanese man.

STEPPING INTO THE FLOATING WORLD

Discovering the Floating World requires a DC 22 WILL Save, which is made once per night of searching, after 2d4 hours of wandering. The WILL Save DC is modified by the following conditions:

- The character is not ethnic Japanese, is racially mixed or a naturalized citizen. Add DC +5
- The character is heavily tattooed. Add DC +2
- The character has 4 or more ranks in Knowledge (local). Lower DC -2
- The character has unsuccessfully looked for the Floating World on five or more nights. Lower DC -2
- The character has already visited the Floating World. Add DC +10
- The character is a virgin. Lower DC -2
- The character works as a salariman (White Collar or similar starting occupation). Lower DC -2
- An Akashita Wind occurs on the night of the search. Lower DC -2
- The character was presented with a token (business card or matchbook) from the Floating World and given tentative directions by a former visitor. Lower DC -4

The only characters who can make the WILL Save are Japanese males who have either: abstained from all sexual activity with a partner, willingly or not, for 30 days or more; or who have had sexual intercourse with at least two different characters every day for the last 30 days. Other characters, including women or foreigners cannot make a WILL Save at all, though they may follow a companion who has made a successful check into the Floating World.

A character who makes their WILL Save continues to wander for several minutes, following an almost instinctual path, until stepping into a narrow alley, they finally enter the Floating World here. The sky is a strange purple and pink, and the clouds shift and churn endlessly. A storm is promised, but never arrives. The air is crisp and chill. The narrow alleyway opens into a garish neon dreamscape of brothels, love hotels and bars. Here, the dancers are as likely to be Kitsune and Kami as they are to be high

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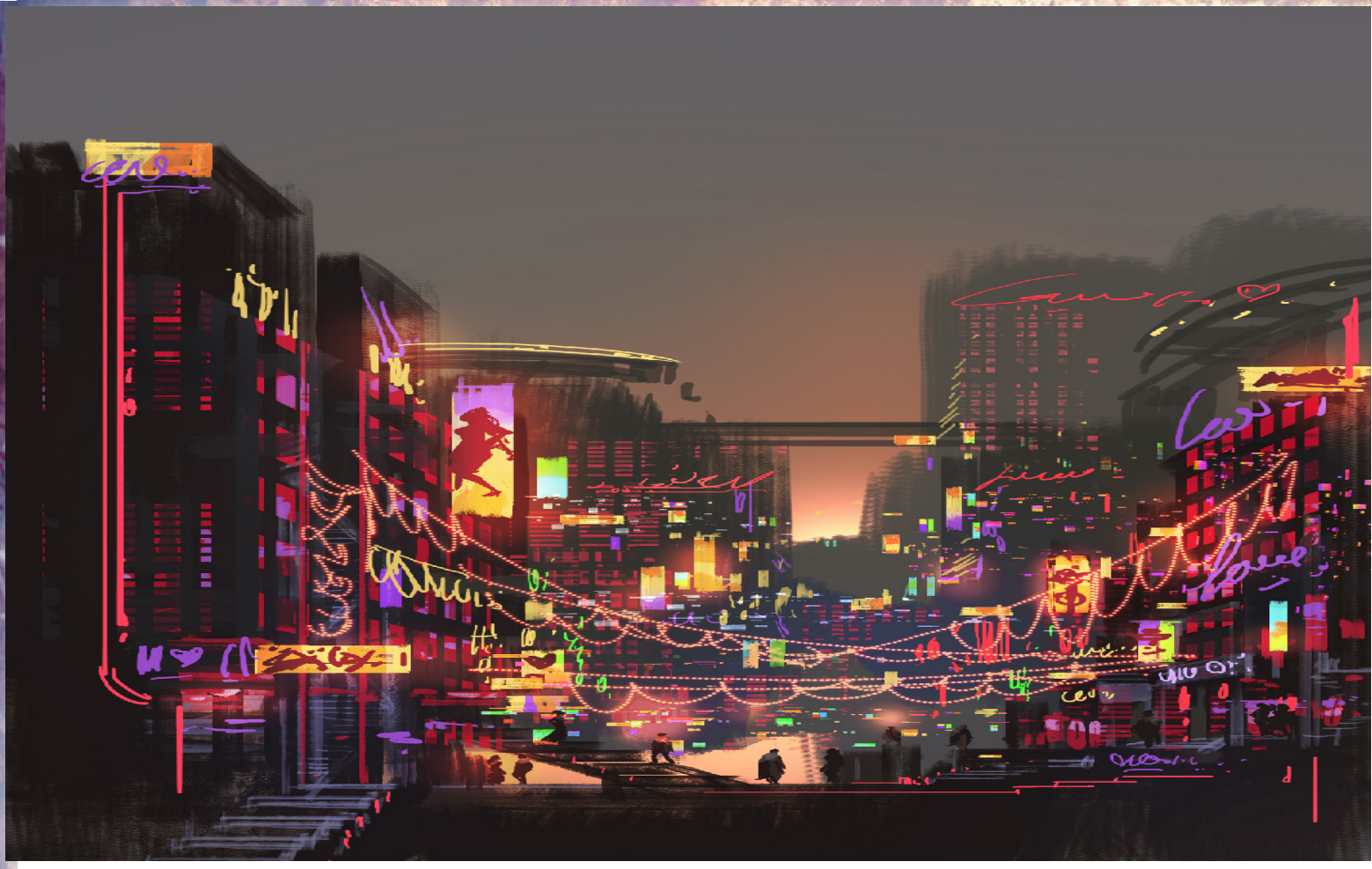

schools girls working for tuition or illegals paying for their passage to the home islands. Small, discrete bronze signs on almost every door read “Japanese Only”.

Inside, Japan’s men- from adventurers to the drabbest office workers imaginable- drink *Sapporo* and watch the dancers, awaiting a turn with one of the girls. Some claim that the Floating World charges a million-yen cover charge, and only the wealthiest businessmen and most prosperous Yakuza gangsters can afford to visit. Others claim that the girls of the Floating World will willing offer themselves and their services for the yen in your pocket, if they decide you are worthy. Perhaps both are true, as there are many clubs in the Floating World and they all have their own rules and traditions.

Mingled among the human prostitutes and bar-girls, the Floating World is said to be staffed by stranger things. There are rumors of Sazae-Oni madams who allow college boys their first sexual wonder, and than suffocate them as they pant after orgasm, of vampiric things that strangle drunken patrons, of Nitsuki vigilantes who castrate and then eviscerate their prey here, all under the purple sky.

But there are just as many tales of delicate maidens whose touch awaken strange powers, whose orgasm brings enlightenment, of cowardly little men who somehow found the courage to stand against the Black Else after a drunken night in the Floating World. There are tales of Sacred Pleasurers who use the Floating World as their temple, like the Babylonian *horae* of old.

There are rumors of glamorous and exotic Flow Witches working out of the Floating World’s cramped bedrooms who bottle their blood and urine as mystical and potent “teiku auto”… expensive fetish souviners. As always, which stories are true, and which are only dark legend is for you to discover…..

The Floating World is home to hundreds of different pleasure-dens, which are never the same twice, and never seem to be found down the same alley. Randomly generating the Floating World’s contents each time the characters visit helps establish the dreamlike nature of this dimensional pocket. You can roll once and read across the row, or roll multiple times and combine the results for added complexity.

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RETURNING FROM THE FLOATING WORLD

A night in the Floating World can seem to last a century.

There are no clocks here, watches freeze the moment one steps into the Floating World. Cellphones and wireless signals never penetrate, but there is always a football game on the TV over the bar- perhaps a game from the 2022 World Cup, or equally likely a black and white match from 1952 or a scrum from three weeks ago. No one ever really sleeps in the Floating World, though patrons eventually tire.

When a patron eventually leaves the Floating World, they never remember their steps. Sooner or later they awaken on a subway, rumbling home, stinking of cigarettes, whiskey and pussy.

For most, the night spent in the Floating World would be just a dream, except for the business cards, bearing the names and addresses of whore houses that just don't exist, and the soaked panties stuffed into a suit pocket.

THE DEMON'S NIGHT OUT

The "Demon's Night Out" is a loose network of demon-run bars, bordellos and sleazy clubs stretching from Hyogo to Osaka and Kyoto. Dozens of night spots are part of the Demon's Night Out, roughly following the meandering and chaotic path of the long-ago *Demon's Night Parade.* Most of the clubs are owned, or at least heavily patronized by **Hyakki Yokai** demons, **Tanuki** and other tricksters.

Bars and clubs affiliated with the Demon's Night Out can be recognized by old prints of the *Demon's Night Parade* kept in dirty frames behind the bars or over a bathroom stall. The owners of these clubs have formed a loose alliance: tradition prevents the supernatural beings drinking there from murdering humans fallen into the Floating World without provocation but nothing prevents them from scamming, robbing or brutalizing incautious humans. The bars in the Night Out are linked by semi-table *torii* in the back- usually hidden in the shitter or a grungy storeroom. These torii only come alive on cold nights, or rainy nights, or in the early morning fog, just before the sun rises after last call. Most have an additional component before they activate- pissing on the torii floor, pouring out a cup of sake, or masturbating to orgasm are common 'keys'.

The motley assortment of bartenders usually let anybody who's been drinking in their establishment use these torii freely. With the right connections, on the right night, you can walk from a shitty, back-alley bar in Hyogo directly into an equally low-end bar somewhere on the far side of Osaka in a matter of minutes.

EYRINES SISTERHOOD SAFEHOUSE

Osaka, Osaka Prefecture

There is a house in Osaka, which dates back to the 15th century, untouched by Allied bombing runs. And in this house, there are women. Extraordinary, powerful, and beautiful women. Enraged women. The Eyrines Sisterhood are a dark legend among Black Tokyo's predators. They are protectors and priestesses, frontline soldiers in Japan's sexual war.

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The Sisterhood are a coven of mages and feminist artists, priestesses and vigilantes. Their tactics range from video installations in Tokyo's skyscraper art galleries to cold blooded murder, from public pressure to prosecute sexual violence and raise awareness of domestic abuse to mystic rituals, handed down from mother to daughter for generations. The women of the Sisterhood are a loose confederation of extraordinary women, who are united only by a sense of purpose.

The Eyrines Sisterhood works closely with Section Seven, helping survivors cope with demonic rape, aborting oni-spawn pregnancies and helping victims turn their pain into power. The Sisterhood produces *Eyrines 5.67 mm SMGs* for Section Seven and others, providing the weapons necessary to hunt demonic super-predators.

The Osaka safe house is open to all members of the Sisterhood. Usually only a handful of women are in residence at any time, recuperating between missions or using the safehouse's library. The Sisterhood makes it a mission to free slaves of all kinds, from children abused by international pedophile rings to exotic beings like Ningyou, POETICA and Nekomusume. The crowded, chaotic safe house is the temporary home to Japan's desperate and fearful, their first stop on a journey to personhood.

The Osaka safehouse is under the protection of **Maki Silvertype** (CG female Mature POETICA Rogue 4/Smart 5), an early generation POETICA who was freed by the Sisterhood in August 1987. Today, she works to repay her self-imposed debt to the Sisterhood, by offering other artificial women the same freedom she was given. Under her direction, the Sisterhood has lead raids on the **New Day Girl Factory's** production facilities in Ehime. Silvertype is working her way up the chain of command, tracing the New Day Girl Factory's parent companies and stockholders, and she is close to uncovering the existence of the **Amakaze** conspiracy. Soon, there will be war between the two factions, a war the Eyrines Sisterhood might not survive…..

WOKEN FURIES

A garage a couple of kilometers from the safehouse contains the Eyrines armory. Guarded by veteran Sisters 24-7, this garage is almost never open for business, and the mechanics have no interest in taking jobs (though they might grudgingly do free quick and dirty repairs for local working folk under the table). Woken Furies serves as the hanger for the Sisterhood's **Night Sparrow** powered armor, and includes roof-top launch facilities. At any given time, 3-5 Night Sparrows are onsite for repair. A single genetic conversion tank on-site allows the Sisterhood to genetically engineer Night Sparrow pilots for the expected reflexes.

THE SISTERHOOD IN THE CAMPAIGN

The Sisterhood can be a powerful patron and motivating force for some game groups. Their feminist slant and cellular structure gives them a unique feel, a sense of purpose and passion that Police Section Seven sometimes lacks. They make ideal backers for a collection of heroes who doesn't want anything to do with the law and resists taking orders.

The fact that the Sisterhood actively frees and recruits the otherwordly and the exotic means that many metahuman PCs will have had contact with them. Players with Nekomusume or POETICA characters might owe their lives and souls to the Sisterhood; Hentai Heroes with Flow Witch and Sacred Pleasurer talents might study at their feet.

The Eyrines Sisterhood might take a darker turn, and be introduced as merciless furies. If the Eyrines Sisterhood gives into its anger, the organization might turn from hunting the worst monsters: rapists, murderers and supernatural horrors and begin murdering anyone who they disagree with, anyone who harms women in any way, politically, economically or socially. And in Japan, that's a lot of targets.

THE MAKING MONEY NON-SPACES

Kita District, Osaka, Osaka Prefecture

Osaka's Kita District, long the city's financial heart, is mostly a grimy, grey maze of architecturally drab concrete boxes dating back to the late 1950s.

The Umeda Sky Building is a more daring (and more recent) addition, a weird silvery monolith linking two equally odd towers in a rough H-shape with a central bridge that looks somewhat like a crashed UFO. The fanciful Umeda Sky Building forms the centerpiece of the business district, which in turn is the heart of a magical wonder, created partially by design, and partially by accident.

When the Umeda Sky Building was erected at a conflux of old, barely active ley lines, it revitalized the fading energy flows criss-crossing the Kita District. Magic flared anew, surging to levels unseen since ancient days and even beyond. Today, the Kita District is a maze of small pocket universes, semi-stable torii and other strange 'non-spaces' – hidden rooms and floors not on any architectural plan, elevators that lead to secret offices, and assorted other mysteries. As many of these hidden places can twist a man's fortunes, rewarding their discoverers with wealth and success, occultists in the know refer to the area as "Making Money non-spaces".

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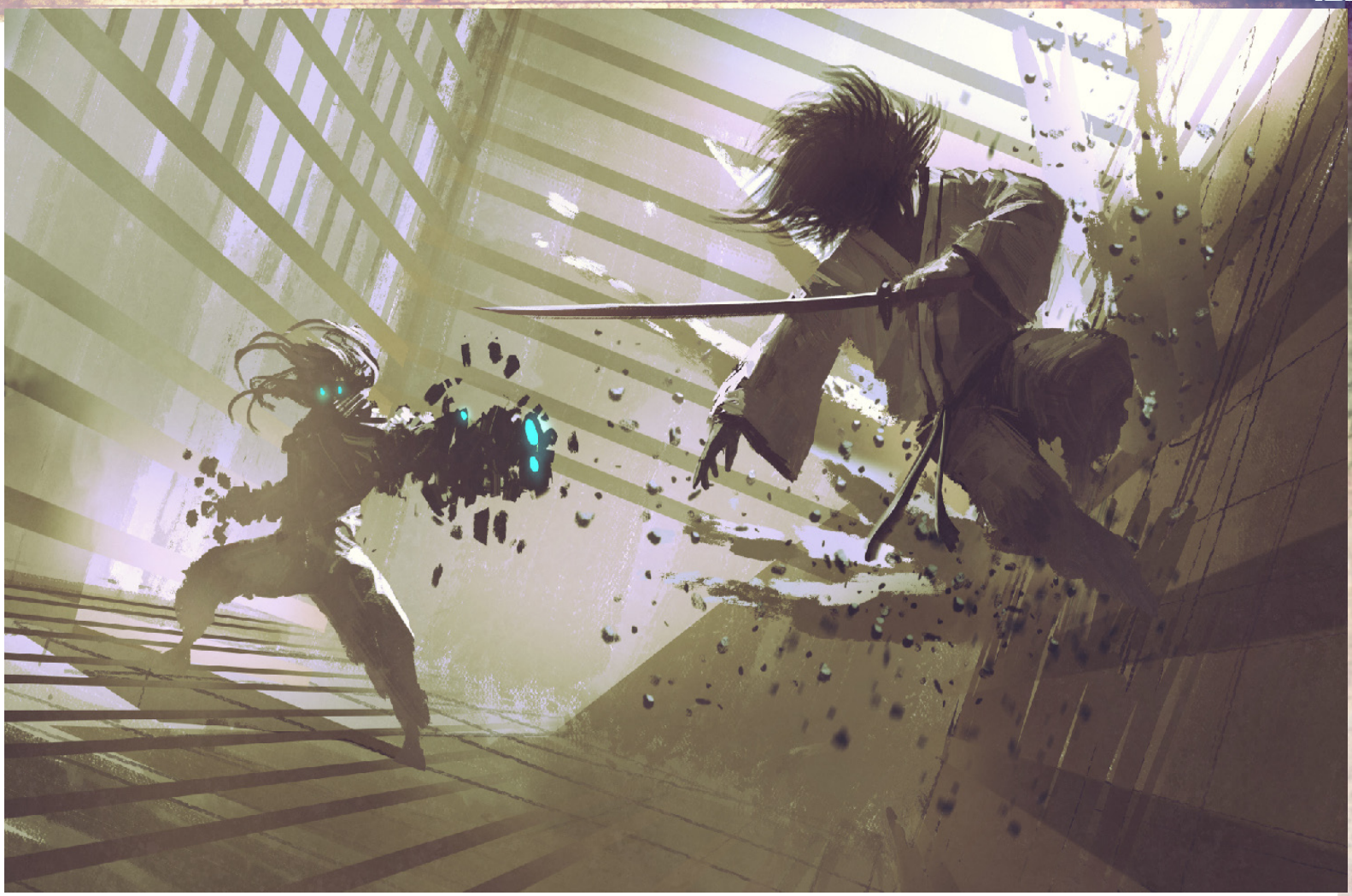

There are dozens, possibly hundreds of non-spaces and puzzles to discover hidden throughout Kita District's office towers. Some of the best known non-spaces include:

THE BLACK FILE

Accessible from the HR office of a futures exchange, this non-space takes the form of a small, uncomfortable private office dominated by a huge Victorian desk. The only light is from a small fluorescent swan-neck lamp on the desk, shining down on a ledger with a black leather cover and an obsidian pen chained to the desk. The Black File is a tool of work-place vendettas and petty jealousy.

If a person employed anywhere in the Kita District has their name written in the black ledger, that character suffers a -10 penalty on Profession checks to make a living for the next 2d6 months, as via *bestow curse*. The person who wrote the victim's name must write their own true name beside it. The writer cannot write a new name in the ledger until the curse on the first victim is ended.

Burning the ledger ends all active curses, though the ledger reappears with fresh pages, ready to accept new names the next time the non-space is accessed. Similarly, removing the ledger from the non-space ends the curse, but the ledger flakes away to ash within seconds of emerging into real-space.

THE FINANCIAL FLOOR

This non-space occupies the non-existent 41st floor of the Umeda Sky Building, accessible from a big air-conditioning shed atop the roof. The Financial Floor non-space is an abandoneed stock market trading floor, circa the early 1920s. Brass tickertape machines clatter endlessly, burying the floor in a densely printed carpet of slender papers. Outside the bay windows, the light is always the blinding pinkish red light of pre-dawn.

The Financial Floor is somehow related to the *tatsumi turret* hidden within Nagoya Castle, able to warp the economic destiny of Japan. Those who find their way onto the Financial Floor can use the archaic abacuses, stockmarket tickers and rotary dial phones to somehow manipulate their financial destiny. The Amakaze do not seem to be aware of the Financial Floor's existence. A few hours work within the Financial Floor can bestow any one of the following:

- Gain insight to a new stock offering or IPO that can make the character very rich if they invest at the right

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The Making Money Non-Spaces		
Non-Space	Skill Check DC to gain access	Notes about the Non-Space
The Black File	Profession (white collar) DC 20	Financially curse an enemy employed in the Kita District
The Financial Floor	Profession (white collar) DC 32	Phantasmal stock office allows you to manipulate financial fortune
The Insurance Armory	Spellcraft DC 18	Leads to a hidden shop selling *salariman* magic items
The Prosperity Mailroom	Profession (white collar) DC 18*	Find a signed check for 1d4x100 gp inside
The Suicide Room	Knowledge (arcana) DC 22	A place where office ladies might rise as Goryohime after suicide

time, usually within a few days of the discovery

- Discover the full financial holdings of a single *Amakaze* or *Amakaze Executive Board* member whose identity is known to you
- Gain a permanent +2d6 competence bonus on a single Profession check of choice
- Gain ownership of a piece of valuable real estate (a lavish home or mansion or a profitable local business in one of Japan's major cities)
- Gain stock options, bearer bonds or other liquid wealth worth 3d6x1,000 gp

The Financial Floor is guarded by a variety of unseen spirits, which can manifest an assortment of deadly forms. **Hitobashira** hide in the walls, as do a variety of animated objects made form the tools of high finance, and these are merely the least of the defenders, which include the ancient dragons of Japan. The Financial Floor's defenders take no notice of minor alterations of fortune, but animate to protect against any manipulations that cross their unspoken threshold of greed.

THE INSURANCE ARMORY

The right combination of button presses on one of the north elevator banks takes a visitor to a non-space between the 33rd and 34th floor. The two floors sandwiching the non-space are filled with a variety of insurance and securities companies, and the non-space shares their bland, corporate-approved décor.

At the end of a long maze of corridors, visitors find a single Japanese salariman sitting alone in an office where beyond the shuttered windows, it is always long into the night. The seemingly emotionless man, who may or may not be truly human, sells a variety of magical business suits, dress shirts and assorted magic items with *salariman* in their names.

THE PROSPERITY MAILROOM

This non-space is found somewhere between the 4th and 8th floor (it seems to wander with the seasons), and resembles a claustrophobic room filled with locked silver mail boxes. One box is always open, and always contains a check inside, made out to the discoverer from a phantom company tied in some indefinable way to the Amakaze, worth 1d4x100 gp (10,000-40,000 yen).

A person can only access the Prosperity Mailroom 1d4+1 times in their life. Each time they visit, the DC to find the non-space on return visits increases by +3.

THE SUICIDE ROOM

A women's bathroom on the 37th floor sometimes opens into a much larger and darker space. The non-space only manifests on crescent moon nights, and only for women. When manifested, this grim pocket reality expands into a seemingly endless complex of stalls, extrapolating the small 'real-space' bath room into an endless, shadowy labyrinth of half-closed bathroom stalls lit only intermittently by overhead lights.

Women too old to find the Hanging Academy by other means can attempt suicide here, using black leather nooses hanging above each Western-style toilet. The bodies of women who tried the ritual, but failed to rise as Goryohime dangle from countless other nooses, never rotting once their hearts stop.

Living **Goryohime** often walk these shadowy halls, straightening the clothes of the unsuccessful dead and leaving incense sticks burning on the toilet beneath their

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swinging, stocking feet. They do not interfere with still-living women who have chosen suicide here, at most silently wishing them luck from a distance. If you are using the ***Gamble of the Noose*** optional rule, the penalty for commiting suicide outside Hanging Academy grounds does not apply to deaths by hanging here.

OTHER MYSTERIES OF KITA

In addition to the non-spaces, a variety of other mysteries can be found throughout Kita District. Some of the best known:

THE LOVER'S SEAT

A romantic destination for tourists, the Lover's Seat is a wrought iron bench just big enough for two, set back into a tiny micro-park near the entrance to the ***Umeda Sky Building.*** A lighted tile mosaic beneath the bench lights up in a glowing pink heart when lovers sit in the seat and press a hidden button with hands clasped together. A nearby shop sells 'love locks' for a few hundred more yen than a cheap padlock should normally go for to be hung on the metal fencing behind the bench by lovers looking for a little good fortune in their relationship.

A couple that hangs a lock together on the fence gains the benefit of the *Iron Heart* feat for as long as the lock remains undisturbed and their relationship remains solid. Building maintenance usually clears the locks off every 4-5 months when they grow too dense on the fence.

TORII

Various torii exist in the Umeda Sky Building, most of which are found in refrigerators, cabinets and other spaces normally too small to contain a human. These torii are tight squeezes for a normal sized man, but open into the receiving hall of various fortresses and castles throughout the Tatakama. Visitors are forced to approach the Tatakama's residents on their knees, which amuses the daimyo who rule these far-flung fortresses.

Most Torii are stable and relatively easy to open, requiring the traveler to tear apart vast sums of paper currency and scatter the remnants to open the gate. Once opened, the gate remains open for a period that can range from several seconds to nearly an hour. These portals are two-way, but visitors rarely enter from the Tatakama side.

TSUTENKAKU TOWER

Designed by the same architect that designed the Tokyo Tower, this gleaming, neon-lit spire rises high into the Osaka skyline, and is visible from almost everywhere in the heart of the city. The four angular sides of the Tsutenkaku are covered in neon-lit kanji celebrating the area's most profitable businesses. The kanji changes from time to time, as fortunes rise and fall, though the display was not designed to be modular, nor are work-crews ever seen adjusting the signage.

DEN-DEN TOWN

Osaka, Osaka Prefecture

Like its fierce rival ***Akihabara***, Den-Den Town is a shopper's paradise, specializing in anime, art, music, fashion, gadgets and tech. Tens of thousands of shops and restaurants are crammed into a comparatively small area, and like Ahihabara, Den-Den Town is bathed in neon and saturated with modern magic.

AMERICAN VILLAGE

American Village is the hippest fashion in the entire, already very hip city. If it's trending in Japan, it started in some American Village boutique or the other. American Village takes its name from the plethora of Western designer stores within its borders, who capture American and Euro high-fashion, give it a uniquely Japanese spin, and then release it back into the wild to breed.

Some of the occult or unusual shops within American Village include:

Orange Rope Swing: a popular Gothic Lolita/Elegant Gothic Aristocrat boutique started by a Goryohime named **Caress** (NE female Gyaru Goryohime Bard 4). She's something of a guide for American teens and tweens who've felt the call of the Great Tree. She'll drive them to ***Aokigahara Forest***, hand them one of her pre-tied nylon nooses and wish them luck, and never say a word to their panicked parents about where they went after their last credit purchase pops in her store.

Kansai Education & Style: This four-story uniform specialty store serves students from throughout the Kansai region. About twenty minutes before closing, those in the know can cast any *cantrip* or *orison* onto the southern escalator. If they do, the escalator quietly takes them down to a hidden floor beneath the basement.

The KE&S is in a long-term and nasty rivalry with the ***New Teragoya Uniform*** shop in Tama. Occultists born in Kansai never go to New Teragoya and vice versa, usually because of prefecture pride. KE&S employs many of the regions ***Ecchi Enchanters*** to custom make occult uniforms and accessories. Play the two shops and their price-matching policies against each other and you can get a great enchanted school uniform for cheap.

Hip Grocery: This three-story grocery giant includes an ***Ukemochi Ranch*** outlet store staffed by cute cattle-girls

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who put on exhilarating cooking demos that always draw big crowds. Most of the Hip Grocery chefs are so skilled in the culinary arts, they're valuable enough to the company they're permanently off the meat-market.

Upgrade Stage: Run by a clique of computer techs that worked at the New Day Girl Factory before going private, ***Upgrade Stage*** is the place to go if you want to upgrade a POETICA for maximum performance. Upgrade Stage deals with masters wanting to modify their machine-girl slaves and with free POETICA on a transhumanist kick just as easily. If they know a particular POETICA well, they might be able to install some illegal headware or cybernetic weapons arrays.

Lotus City Gallery: Just a few doors down from Upgrade Stage, this small art gallery is one of the few in Japan displaying works by free POETICA artists. It is run by a POETICA who inherited her freedom as a codicil of her master's will, the abstract artist **Jomi Shodo** (NG female POETICA Bard 1/Wizard 2). She specializes in holographic and interactive digital inspirations, but Jomi can scribe a few (very stylishly laid out) scrolls when she needs to. She specializes in illusions but has a fascination with forcefields and force-based energy effects. Jomi is a close friend to the Sisterhood, particularly its leader **Maki Silvertype**.

OSAKA JOYOPOLIS COMIKKAT

This four story, brightly decorated and almost entirely glass shopping arcade is home to the best otaku shopping west of Tokyo. Doujin artists and cosplayers come here to show off, network and sell their wares from cheaply rented kiosks. Major anime and manga studios also sell their products here and often host preview events for fans.

The Joyopolis Comikkat is also a place where new ***Doujinishi*** are born in startling numbers, especially when the new anime season starts in late summer or early fall and the air is charged with creativity. On any given day, half the wildly costumed revelers and doujin fans walking the floors are Doujinishi**.** They push forward the bounds of art and decency on a regular basis, regularly piss off local anti-otaku moralists and fuck like animals in any backroom office with a lockable door. With so many fellow Doujinishi to pick from, the Commikkat-born usually keep to their own kind, who are a lot more interesting and fun than most humans, so one-sided romances between Doujinishi and unfortunately smitten mortals are common.

A loose coalition of ***Futakuchi*** also incarnated somewhere

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in the Kansai Region also congregate around the Comikkat. They usually get called **"Heaven's Editors"** and have taken it upon themselves to make sure the less-than-reliable Doujinishi keep their publishing schedules met, their booth rent paid up and make sure they don't break too many human hearts. It's an endless, thankless job. Most of Heaven's Editors would rather be training the local Doujinishi to fight demons, but making them slightly better people is a good starting point.

YODOBASHI HEAVY MACHINES

This company is a minor subsidiary of ***Hyabusa Heavy Industries,*** and leases non-standard models of ***Tetsujin*** to the general public. It's the company's mission to install a specialized model of Tetsujin in just about every field there is. Medic-Tetsujin marked by pale green crosses and equipped with built in X-ray and MRI sensor packages, Journo-Tetsujin painted in local TV station colors, with recording equipment in their rabbit-eared mecha-head. Heavy duty Fire Department Tetusjin painted in the hot yellow and orange of local fire trucks, Demolition Tetujin with built in jack-hammer attachments and onboard tools and every other imaginable variation. In addition to the more common Tetsujin mecha, **Star Droids, Synths** and **Bulks** (*Heavy Races*) are sold here. Legally, they are considered variant Tetsujin mecha, and like true Tetsujin, are freed automatically after 15 years of field service.

NATIONAL BUNRAKU THEATER

Osaka, Osaka Prefecture

This world-famous puppet theater has stood on the same spot for centuries. It is one of the last places in the world where the highly complex and articulated *bunraku* style puppets still perform for audiences. In addition to traditional plays dating back more than 400 years, the National Bunraku Theater is experimenting with experimental puppetry performances involving artificial women.

POETICA and **Ningyou** commissioned specifically for the theater play one weekly show- the last curtain of Friday night. This highly erotic and often disturbing masterpiece sells out weeks in advance. Some patrons leave the theater hotly aroused, while others walk away disturbed and nauseated by the unnatural grace and movement of the lithe, synthetic performers. Sometimes, a Ningyou is taken apart at the joints during the performance- she can be reassembled afterwards, but such an experience always leaves scars.

The theater's most glamorous puppet-performer is **Lady Matoko** (NE female POETICA Bard 8). She is the chief concubine of the theater's CFO, and convinced the other members of the board to begin staging her "***Neo Bunraku***". She enjoys her mastery of the other artificial girls- the experiments she conducts to increase their flexibility and allure leave her wetly aroused. The more her plastic and wooden sisters squirm and cry, the better it is.

Lady Matoko's disturbing and totally fashionable Neo Bunraku are attracting new patrons to the theater. For the first time in a decade, **Amakaze** are flocking to the theater for the sold-out Friday evening performance.

TETSUJIN ASSEMBLY PLANT-02

Outside Osaka, Osaka Prefecture

Assembly Plant-02 is located a few miles outside Osaka. Its production line produces the majority of Japan's ***Home Health Care Tetsujin***. Locally built mechs tend to be a quirky and kind, often otaku, bunch of robots who spend the majority of their income buying toys and anime DVDs in the local *Den-Den Town.*

MOUNT TENPO EXPLORATION SOCIETY

Outside Osaka, Osaka Prefecture

This rather pathetic, 5m high 'mountain' has become a haunt for Black Japan's **Tanuki** population. Often, and with great pomp and ceremony no less stirring for its drunken origins, local Tanuki will mount expeditions to climb the 'peak'. Such five meter climbs can take all day, and involve the pudgy little raccoon men doing a lot of basking in the sun while drinking beer and making very little forward progress.

The Mount Tenpo Exploration Society meets in a small museum, topped by a surprisingly impressive clock tower that's actually taller than the 'mountain' it memorializes. Despite itself, the Mt. Tenpo Exploration Society has become a nexus for adventurers. Anyone willing to journey to the Tatakama on a mission of discovery is welcome- there is a *torii* between worlds at the peak, accessible only on nights of a crescent moon. Sometimes the Tanuki hang-arounds will fund a particularly intriguing expedition, or will give needed intel, but only if they can claim credit for any discoveries. The Society publishes an amateur press blog about its discoveries every few months, a sort of lazy *National Geographic* for the supernatural.

"Fats" Hiroshige (CN male Tanuki Rogue 2, Smart Hero 3) spends much of his day lounging in the park atop Mount Tenpo, a can of good beer in his pudgy hands. He's crossed between the Tatakama and his birth place in the Earth

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Realm dozens of times, and knows several trustworthy merchants and bordellos on the far side. He does most of the writing and photography for the Exploration Society's blog, when he can be bothered to get out his laptop.

THE FUKUHARA RIFT

Kobe, Hyogo Prefecture

Early in the 12th century, the **Child Emperor Antoku** moved the Imperial Court to Fukuhara, in what is today the city of Kobe. The break with tradition lasted less than six months, because in an event that came to be known as the **"Demon's Night Parade"** a dimensional rift opened between the Earth Realm and the Black Else. The Child Emperor's guards and his heroes barely beat back the invasion, and only sealed the rift at great cost. The disaster so depleted the ranks of Child Emperor Antoku's army the boy and his loyalists died soon after, and modern Japan was born.

The Demon's Night Parade unleashed uncounted thousands of supernatural horrors upon Japan, some of which survive into the modern world. The ancient rift itself remains mystically sealed. Today, the only trace of the Fukuhara Rift is a vermilion scar, visible a few hundred feet into Kobe's quiet sky, visible only to those who can *see the invisible.*

ADVENTURING IN KOBE

The Demon's Night Parade has created lasting repercussions for the prefecture.

- Spells with the *chaotic* descriptor as well as *conjuration (summoning)* spells are cast at +1 caster level; the two modifiers are cumulative in the case of summoning spells that conjure chaotic creatures.
- Hyakko Yokai are at their best in the prefecture of their race's birth, and receive a +2 competence bonus on all CHA-based skill checks while within the prefecture.
- Hyakko Yokai gain Fast Healing 1 while within Kobe during the months of August through October after sunset and until sunrise.

KOBE, HYOGO PREFECTURE

Kobe is the third leg of the *Kyoto-Osaka-Kobe* triangle that rivals Tokyo in commerce and culture. Residents of the Kansai like to boast that any one of those three cities are every bit as magnificent as Tokyo and all three together are far superior.

Kobe is the fierce and sometimes bloody rival of **Mie Prefecture**.

The Prefecture's laws prohibit the slaughter or importation of 'thinking-beef' and possession of cannibal beef is prosecuted as harshly as the sale of human remains. Local health codes prohibit any **Ukemochi Ranch** food product from being sold within the prefecture, and local health inspectors are pushy, pugnacious and often corrupt. Kobe's many fine restaurants usually have to walk a fine line keeping the officious inspectors satisfied and well compensated, or they're going to 'discover' a forbidden cache of Ukemochi Ranch beef in the restaurant cold stores.

The Chief Culinary Inspector is an utterly sociopathic woman named **Karai Sakana** (NE female burakumin human Inquisitor 9). She owes her position to *Goro Akabeko's* rivals within the Amakaze and dreams of moving up in the conspiracy's ranks. To this end, she's scrupulous in her mission to keep Mie products out of Kobe's restaurants. However, she's pretty much addicted to the extra cash her shake-downs of local restaurants bring in, and has had a growing affection for the hotly illegal cannibal delicacies on offer at the **Kobe Western Grill.** Torn between her long-term goals and short-term greed, Karai is never going to be smart enough to take the long view.

THE KOBE PROMOTION GROUP

The **Kobe Promotion Group** is a lobbying organization formed by the prefecture's traditional cattle industry. It staunchly protects the "Kobe beef" trademark internationally, and has a long string of intellectual property lawyers on permanent retainer. The KPG's major purpose is to limit the expansion and profitability of Mie Prefecture's *cattle girl* industry, which the KPG worries might finally extinguish Kobe's traditional industry. The KPG does everything it can to hurt the Ukemochi Ranch- from protectivist lawsuits and challenges to the morality of *girl-cow* farming to anti-Mie 'public service announcements' challenging the nutritional value of *thinking beef.*

The Kobe Promotion Group is itself the unwitting catspaw of the **Ubume Empress'** Amakaze faction. The fact the group's leadership is still alive and practicing corporate law is only due to Amakaze infighting. Using the KPG

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to harass the Ukemochi Ranch, the Ubume Empress hopes to check the rising power of the **Akabeko Clan's *Twelve Golden Amakaze.***

The head of the KPG is the portly yet rather majestic corporate lawyer **Eiji Honda** (LE male Noble human Expert 9/Bard 1). He is one of the prefecture's wealthiest and most influential men, owning huge shares of stock in local cattle ranches and beef producers. His deep, almost supernaturally resonant voice makes him a consistent success with juries, and he often narrates anti-Mie PSAs. He is quite willing to manipulate vegan and artificial girl abolitionist movements to do his job, even if he considers them hopelessly naïve.

KOBE USHI-HIME BARRACKS

Kobe has adopted an official policy of accepting **Ukemochi Cattle-Girl** refugees who escape to their prefecture without question. Any Cattle-Girl reaching the prefecture is automatically granted citizenship status in the Prefecture (though other artificial girls escaping to Kobe are most pointedly excluded from these laws). Briefly paraded before local news cameras as propaganda pieces before basically being forgotten by the prefecture.

Most freed Catlegirls stay in "Ushi-Hime" (cow-princess) Barracks somewhere near one of Kobe Prefecture's many *tajima* cattle ranches. These open-bay barracks have bed space for several hundred cattlegirls, though rarely more than 10-20 beds are filled at any given time. Most freed cattlegirls are employed in Kobe's ranching industry, acting as veterinary assistants and intermediaries between rancher and animal. It's a sweaty, blue collar life, but one that the few cattle-girls who've made it to Kobe quickly come to accept and even enjoy.

SCARS OF THE GREAT HANSHIN EARTHQUAKE

In January 1995, a cataclysmic 7.3 earthquake killed nearly 7,000 residents and displaced more than 300,000. The "Great Hanshin Earthquake" was one of the costliest disasters in modern Japanese history. Everything that Fukushima is going through right now, Kobe suffered through two decades ago.

Over the last two decades, Kobe rebuilt almost completely, but the long-term closure of the city's port has cost it much of the shipping traffic it enjoyed prior to the disaster. Most of that business has shifted toward Osaka and Tokyo, probably forever.

KOBE'S UNDEAD

So much tragic, unforeseen death has choked Kobe's karma with the taint of undeath. Virtually any form of undead described in the five volumes of the Bestiary can be found somewhere in or near Kobe, as well as unique undead such as **Flawed Yurei, Gaki, Jinzo** and **Teke Teke**.

Anti-undead police squads patrol the streets during the darkest nights of the year. They've got a lot of experience and an equally massive professional pride. These special squads can be assembled using a mix of ***Tokyo MPD Supercop, Gothic Christian Paladin*** and ***Ramat Sect*** stat-blocks.

Local undead are especially active in late December and early January, around the anniversary of the Great Hanshin Earthquake. So much so, the city began the annual tradition of the ***Kobe Luminanaire***: a festival of lights that

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illuminates the city center from mid-December to early February. Each light represents a life lost during the quake.

THE KOBE LUMINANAIRE'S IN-GAME EFFECTS

The Luminanaire is a massive open-air ward against undead.

- From sunrise to sunset, the full-strength Luminaire imposes a -4 holy penalty on saving throws against channeled positive energy by all undead within city limits, as well as imposing a -1 morale penalty on all other attack rolls, skill checks and saving throws.

The Luminanaire is staggeringly expensive to maintain. Each night of operation costs the city thousands of dollars. As such, in recent years, the city has been putting on a smaller, less impressive and less mystically potent display. They'll regret it sooner or later.

- From sunrise to sunset the weakened Luminaire imposes a -2 holy penalty on saving throws against channeled positive energy by all undead within city limits. Undead can attempt a DC 15 WILL Save to negate this effect.

STRANGE GUARDIANS

Both ***Kobe's Nagata Ward*** and ***Osaka's American Village*** are protected by uniquely designed but fierce construct defenders who can animate to protect their people during local crises. Both these guardians are statistically equivalent to **Diabutsu Guardians**, though they are far from the staid, golden Buddha of generations past.

American Village is protected by a quarter-scale recreation of the Statue of Liberty. Osaka's Lady Liberty can speak and understand English and is a fierce protector of American tourists caught up in supernatural danger.

The Nagata Ward is protected by an 18-meter-tall statue of one of anime's most iconic robotic warriors. Built to attract tourism and boost local morale after the Great Hanshin Earthquake, Osaka's life-sized *Gundam* will spring to life to protract children and otaku above all others. Alternatively, what looks just like a statue of the famous cartoon robot might actually be a functional **God Guardian Mecha**, ready to be piloted.

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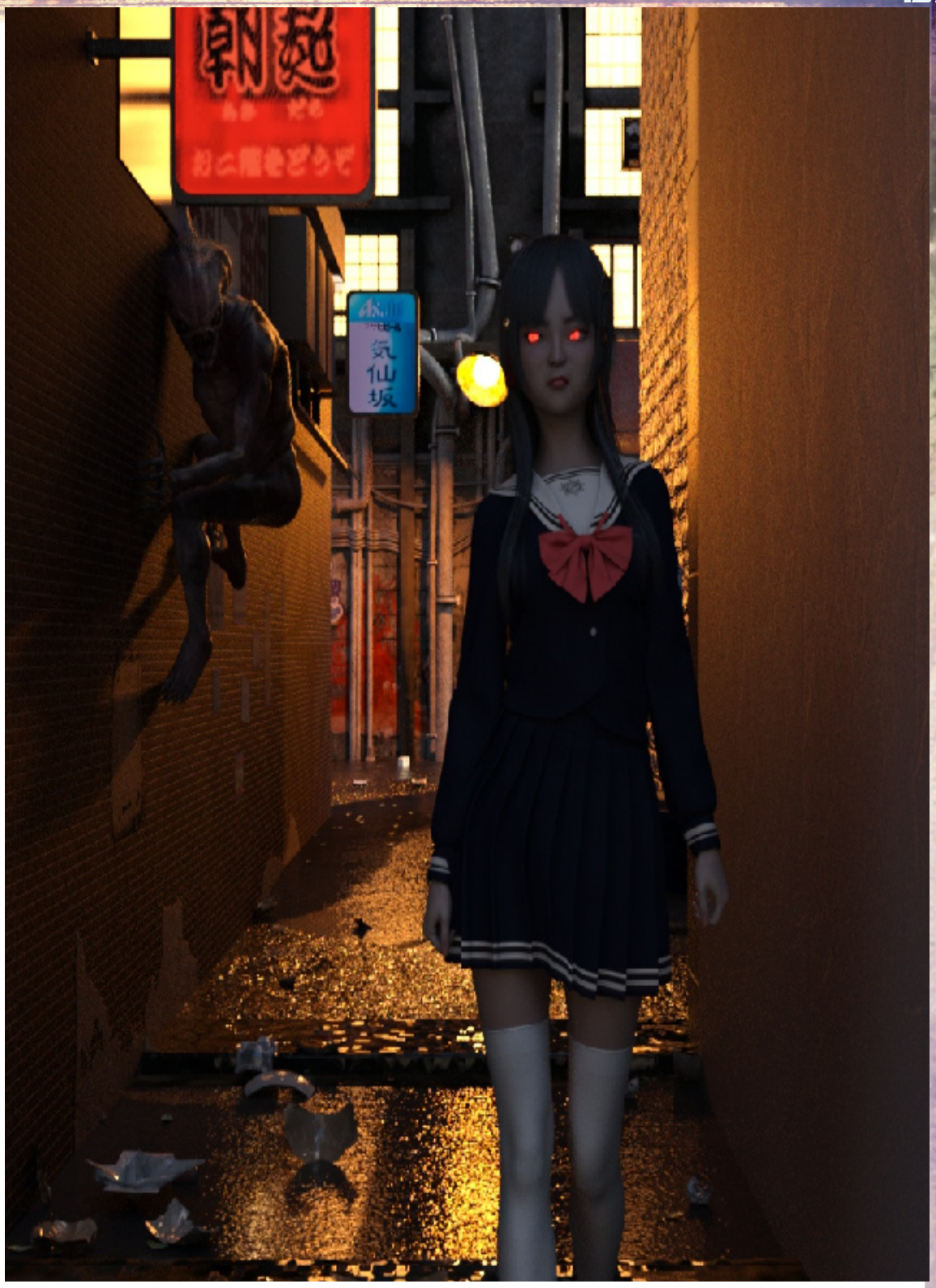
IJINKAN

Kobe, Hyogo Prefecture

Kobe was one of the first cities in Japan opened up to westerners, and the **Ijinkan** (or Foreign Village) is an old neighborhood of European style homes and small mansions. The neighborhood with its tight cobblestone streets, is a popular tourist destination for Japanese and other Asians who can't afford a true European vacation. Many of the houses date back to the early years of the 20th Century and several are alive (as Slave Holder Mansions).



Several minor Amakaze call the Ijinkan home, often junior executives with limited prospects for advancement within the conspiracy. In many cases, the homes themselves, rather than whatever Amakaze functionary currently inhabiting them, make the key decisions. Some of these dark, selfish homes have shaped Japanese policy since 1920, amassing ever larger fortunes that sit untouched in ancient banks. The only thing the Slave Holder Mansions ever spend money on is refurbishing themselves, via orders placed by their inhabitants. Occasionally, one will gift its 'owner' with a small financial boon to tempt the owner into furthering its blindly selfish goals.

The oldest, largest and most powerful Slave Holder Mansion in the Ijinkan is called **Copenhagen House.** Construction has never stopped on this grand yet increasingly surrealistic mansion since 1933. Even during the worst days of WWII, the hammers still fell. The Copenhagen House is utterly mad, convinced that once the renovations to its structure is complete, it will become mortal and will die on that same day.

Copenhagen House is a maze of false doors, corridors that leave nowhere, and rooms of maddening, broken geometry. Copenhagen House is connected by secret tunnels to the other mansions in the region, and is the heart of a dark web of Slave Holder Mansions.

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As the largest and most convoluted Slave Holder Mansion in the world, Copenhagen House has many unique abilities and unforeseen, dark powers. Its powers stretch throughout the neighborhood. Sidewalks and streets are more difficult and painful for it to warp than its own internal architecture, but the House can and will do it if necessary.

Perhaps the most important of Copenhagen House's secrets is its second heart. While all Slave Holder Mansions die if their heart is destroyed, and Copenhagen House is no exception, the House has a second heart. This house takes the form of a saccharine sweet 8-year-old girl (*use H-Child stat-block; for the sake of effects like banishment, the girl's 'home plane' is considered to be Copenhagen House*). This little girl poses as a relative of the home's owner. She prefers names gushing with over exaggerated *kawaii* femininity and is often found traveling Japan as an unaccompanied minor. Her origin is wrapped up in the same paranoia and death-terror that has expanded Copenhagen House past all sane limits. While the utterly selfish and skittish girl-heart exists, Copenhagen House can never truly be destroyed.

THE KOBE WESTERN GRILL

Kobe, Hyogo Prefecture

The only cannibal restaurant operating in Kobe, the Kobe Western Grill is under the explicit protection of the city's Chief Culinary Inspector and has never been raided. Since local pride means nobody wants Mie *thinking-beef,* the Kobe Grill thrives on atrocity. Operating four nights out of every week (Thursday-Saturday and Tuesdays), the Grill serves the flesh of back alley junkies in a variety of creative manners. More discriminating cannibals can order the flesh of a particular student at one of Kobe's local schools – elementary through college, though elementary costs a premium, cooked to order with a bare 3 day's notice. Most dishes are prepared in a bizarre hybrid Japanese/American fusion that makes sense only to the chef.

The Kobe Western Grill is the pride of American ex-pat **Edward Natsushima** (CE male human Rogue 6), who fled to his father's country after authorities in his former home in San Diego got a little close to uncovering his trail of kills. He is pushed to ever greater and greater heights of atrocity by **Sashimi-Chan** (use Connoisseur of Woman Flesh stat-block). Every time Edward hesitates to commit some further act of horror, or balks at a new extreme of torture, Sashimi-Chan takes a bit of his flesh. When he resisted transitioning from merciful strangulation to live gutting, she took two toes on his left foot; when he fought offering pre-teens on the menu, she took one of his testicles. She's done worse and worse each time. So has he. So has the restaurant.

By the way, Edward does not know this, but Sashimi-Chan has…done things… to him while he lies unconscious after one of her attacks. When he finally meets the ballistic justice he so clearly deserves, the demonic horror that's been gestating in his ulcerated guts will finally birth itself into reality.

MOTOKO TOWN

Kobe, Hyogo Prefecture

This mile long shopping arcade is a maze of second hand stores and cast-off shops, that runs parallel to and underneath the city's main train lines. Bargain shoppers can spend all day finding cool things under the endless rumble of the trains. Most of the shops and restaurants are family businesses dating back a century or more- there aren't many big chains in Motoko Town.

As to be expected from an entire neighborhood worth of pawn shops, Motoko Town is a favorite for criminals and fences. The **Black Unagi Yakuza** has a big presence here, with most of the shopkeeps counted at least as associates. The Black Unagi are penny-ante in the grand scheme of things, a bunch of glorified street toughs running a half-assed fencing and protection racket. The clan elders are hands off, mostly because the national police took down most of them just a few years back. The Black Unagi is kicking up about half the dues it should to its imprisoned former leaders, and spending the rest partying and fumbling through one criminal misadventure after the other.

The most senior Yakuza currently free is the half Korean **Kumaso Park** (CE male Yakuza Human Fighter 8) who would've never led in the old Black Unagi. He's been scrambling to keep the old men in prison where they belong, or even better, shivved in the showers. His power grab is both naked and obvious, as are the army of loyal half-breeds, foreigners and supernatural being he's brining up in his wake. Park's best advisor is the POETICA he bought off a strung-out junkie freeter who was the disgraced son of a wealthy rancher. **Charlotte** (LE female Yakuza POETICA Smart 5) is his trusted consigliore, who find a way to carry out Park's plans for the Black Unagi.

Some of the local fences, who all pay protection to the Black Unagi, include:

TV-Off: This used electronic store is one of the best in the city, so famous its included in a lot of online tourists guides as a good place for bargain hunters. It's been owned by the *Suzuki* family for 70 years: currently the 65-year-old mother and her two sons run the place. Suzuki-San is a skilled enough electrician she's able to work on POETICA in the back room. She's pulled bullets out of Charlotte on a couple occasions, which is the only thing keeping her

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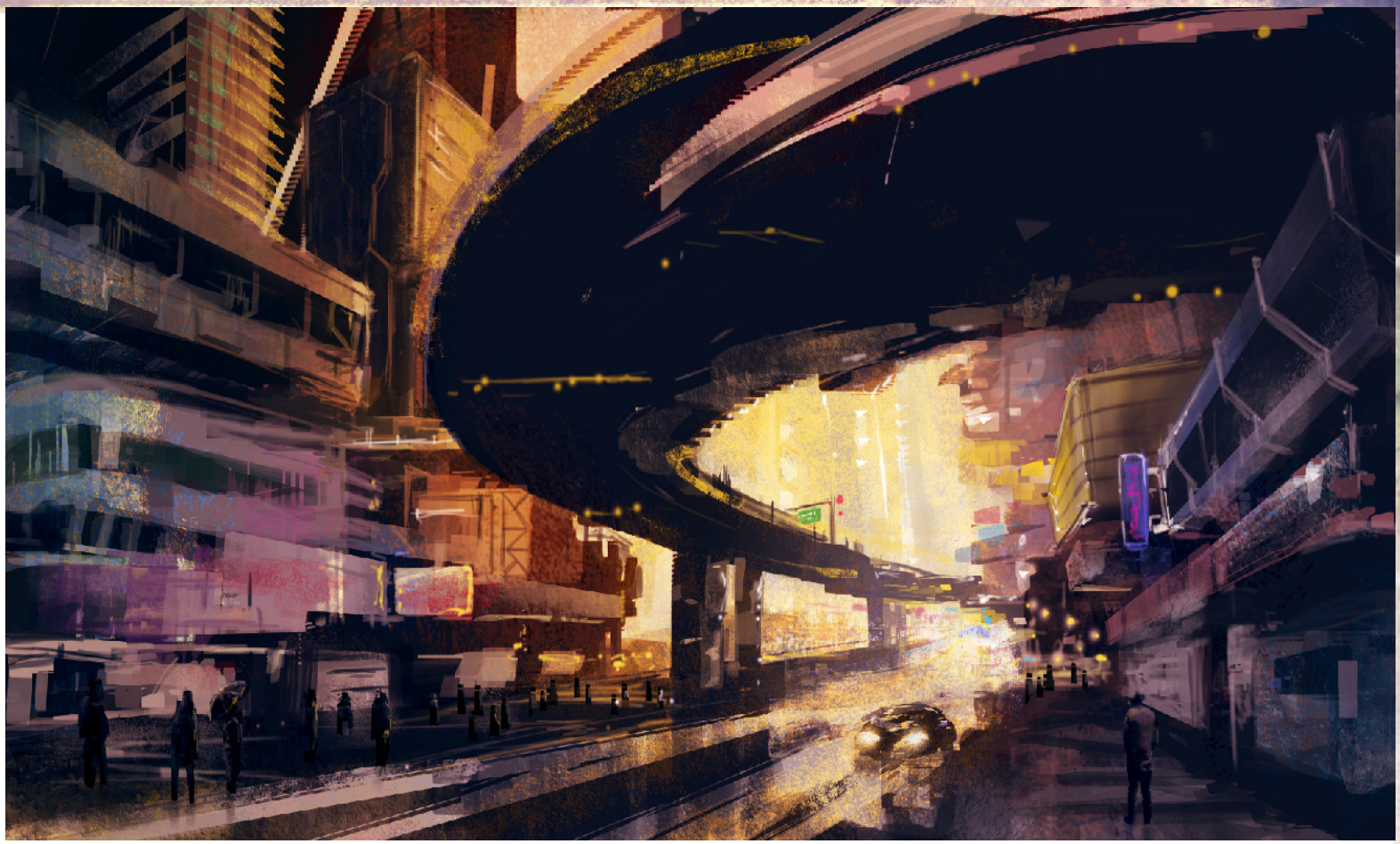

youngest son (and his vast weed debts) alive.

Pearly City Shoes: This crowded, over-stuffed shop deals in fashionable dress shoes and equally fashionable knock offs…and stolen suits and designer dresses after closing. The *Usagi* men have run the shop for decades, and even though they paid the debt years ago, they still feel indebted to the Black Unagi for faking the suicide of their shop's chief competitor back in 1962. They gladly accept consignments of fenced clothing from Black Unagi thieves at a good price.

Brother's Books: This big second-hand bookstore sells lots of manga as well as more traditional hard backs and popular fiction and is home to about a dozen fat cats that are always underfoot while customers are browsing. The place is owned by a surly old former Yakuza tough named *Ito*, and he's got some unreliable contacts among local *ecchi enchanters.* Ito brags he's got more occult connections than he really does, and there's more than one failed deal hanging over his head.

Barracuda Garage: This auto-mechanic's shop and parts store is so obviously a chop-shop that the place might as well have a neon sign with the Black Unagi logo flashing over the main doors. The place stays open because it does brisk business keeping the official vehicles of Kobe's over-worked and underfunded anti-undead police squads in good working order. Occasionally it's raided by the robbery division, but always with at least 12 hours notice by the friendly cops. A couple of ***Tesujin Shatei*** serve as mechanics and muscle as needed.

BOY ALPHA'S LAIR

Kobe, Hyogo Prefecture

Boy Alpha (BB2) maintains a cramped, miserably drab apartment just a few blocks from Motoko Town, where rents are cheap. There's a marked police car parked outside the main entrance during daylight hours, and at least two unmarked cars watch the rear at all times. As far as the police are concerned, watching the notorious child-killer's apartment is a dead-time, dull assignment. The paroled killer barely leaves his apartment, except for grocery runs late on weekend nights.

What the cops don't know can fill a book. Using oni-granted powers of darkness, Boy Alpha slips out of his grungy apartment and in search of more elementary school students to torture. Already he has claimed two, and his eyes are on more. All the police are doing is providing the murderous teen with the perfect alibi. Having learned from his prior imprisonment, Boy Alpha never 'works' at his apartment, and takes nothing back that could connect him to a kill.

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Boy Alpha's favorite execution site is an abandoned *onsen* half buried in mud and overgrowth a few kilometers outside Kobe proper. The place dates to the early 1800s, and features in some obscure haiku that the boy is obsessed with and often references on his blog (Knowledge (history) DC 28 to decipher this clue). The crumbling, rotting ruin is only easily accessible to a shadow-walker.

THE MURAKAMI SHRINE

Nara, Nara Prefecture

This shrine was constructed during the early Heian Period by *Emperor Murakami*, to create a place where imperial messengers could communicate news and requests directly to the nation's protective *Kami.* The original purpose of this shrine have fallen by the wayside, officially, but unofficially, the shrine is still a place where divine creatures gather and plan.

The Murakami Shrine is surrounded by a massive park, lit by thousands of frighteningly carved stone lanterns. Deer wander freely through both the park and the open shrine, because they were believed to be messengers of the gods.

The Kirin often sojourns here, and many Daughters of Kirin are born in the region, some of them to mother-deer. **Kami** and **Futakuchi** visit the Shrine often, using it as a central switchboard for messages passed among outsiders. The eastern temple wall has become an enormous supernatural whiteboard. Using special oils provided by the temple, passing visitors can write messages on the wall that are only visible to Outsider eyes.

ADVENTURING NEAR THE MURAKAMI SHRINE

The Murakami Shrine is considered neutral territory by both angel and demon alike. On the rare occasions that Heaven and Hell are forced into negotiation, their ambassadors will often meet at Murakami Shrine.

- It requires a caster level check (DC 10 + spell level) in order to cast any spell with any alignment descriptor (chaotic, evil, good, lawful) within 1 km of Murakami Shrine. If the check fails, the spell is wasted without effect.

TODAI-JI TEMPLE

Nara, Nara Prefecture

Todai-Ji is a famous temple known for its healing miracles. The main hall of the temple is dominated by a goliath Buddha statue, while every corner of the grounds are filled with similar holy artifacts. Good aligned outsiders and clerics protect Todai-Ji fiercely.

The temple's abbot will produce scrolls for adventurers if the need is great, and though not an adherent is a staunch ally of the Ramat Sect. A girl he loved in grade school went on to become Goryohime, and **Abbot Kii** (N male human Buddhist Cleric 12) is a firm defender of the race. Any Goryohime in need can come to him; he has learned the secret of channeling both negative and positive energy as needed. Abbot Kii is knowledgeable about the supernatural in and around the Kansai region.

THE MIRACLES OF THE PLACE

The Todai-Ji offers many miracles to supplicants who visit its confines. The temple is well documented in history and folk lore.

THE SACRED DEER

A vast herd of semi-tame deer call the outer courtyard of the temple home. They usually beg treats from visitors and a coin-operated food pellet dispenser is one of the temple's biggest money makers.

Daughters of Kirin can communicate with these deer using their natural *speak with animals* talent. The deer are always friendly and helpful to Daughters of Kirin. Each week that a Daughter of Kirin visits the temple there is a 20% chance that one of the deer acts as the focus of a *Commune* spell allowing communication with the Kirin himself.

THE BUDDHA YAKUSHI NYORAI

There is an imposing statue of the Buddhist god Yakushi Nyorai, seemingly a demonic samurai but in reality, a god of healing, set in a side courtyard. Those suffering from disease first touch the statue, and then their own infirm body in the same spot, hoping to receive miraculous healing.

If a supplicant makes a successful DC 18 Knowledge (religion) check, there is a 50% chance they will gain the benefit of a *cure disease* spell. No obvious effects accompany the miracle, and a supplicant can only attempt the check once per day.

THE ENLIGHTENMENT TUNNEL

A small tunnel is built beneath the base of the enormous Buddha statue in the main hall. Local legend holds that any child that crawls the length of the tunnel (which can be a frighteningly tight squeeze) will find enlightenment. Abbott Kii made the long crawl when he was a kid.

A character who makes three successful Acrobatics check (DC 12, DC 14 and DC 16) while in the Young Adult or younger age category, and who chooses any Buddhist or Shinto patron deity/philosophy as an adult gains a +1

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inherent bonus to their WIS score. A character can only make one attempt in their life-time, pass or fail.

NARAFUDE STAR

Nara, Nara Prefecture
This family owned art-supply house has been owned by the **Oguri Family** for generations, who have always been great patrons of the local art scene, as well as generous benefactors to the historic temples. In reality, the Oguri Family is just **Sumi Oguri** (LG female Futakuchi Paladin 5/Wizard 10) who has owned this shop since 1,345 CE. She has been the patron of Black Japan's magical girls for just as long.

Sumi has an instinct for spotting girls with the potential to be true heroes, great wizards or mighty warriors for good. She offers occult training (usually in secret, because few parents would approve of their children taking up adventuring careers) as well as making her shop a one stop shop for magical girls. She crafts and trades magical cute and heart wands, school uniforms, musical weapons and other heroic accessories.

Sumi's shop is magically warded, patrolled by a *spark fox* familiar named Edison that never seems to sleep, and is often frequented by **Pretty Soldiers** and similar defenders of good. Don't try robbery.

NACHI WATERFALL

Yoshino-Kumano National Park, Wakayama Prefecture
This towering, rushing waterfall sends tons of water every minute rushing over a rugged cliff face more than 400 ft high. Pure unspoiled forests stretch as far as the eye can see in any direction, broken only by ancient wooden Shinto and Buddhist Shrines. The Nachi Waterfall is a place of awe inspiring natural power, and it is sacred not only to humans, but to Black Japan's *kami* themselves.

Each summer, kami from across the world (and across the Realms) return to Nachi Waterfall to ceremonially purify themselves for the new year, and to renew both their powers and their divine souls. Early in the summer, Fire Festivals across Wakayama Prefecture 'guide' the *kami* home, like runway lights guiding in a plane. These multi-night festivals involve torch-lit processions through the streets, and all night street fairs and dances.

Adventuring in Wakayama
During the month of June, Kami are especially blessed

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when adventuring in Wakayama. They receive a +1 luck bonus on all saving throws within the prefecture's borders.

Human adventurers who die in Wakayama during this time may choose to rise as Kami rather than humans if *raised* or *resurrected*. Such a transformed human loses one of their feats, and no longer receives the human bonus skill point, though earned skill points to date remain.

Apply Kami racial modifiers and racial abilities; the new Kami's Divine Domains should reflect the character's attitudes and aptitudes during their first incarnation. Newborn Kami created in such a manner are warmly welcomed into the Kami community- they usually spend the rest of the Fire Festivals enjoying thrilling sexual rendezvous with fellow Kami, or lavish festival feasts prepared by Kami of food and home, or else by especially skillful worshippers.

GOD'S FUTOMAKI STAND

Shingu, Wakayama Prefecture

Most people who come to this small and inconspicuous sushi stand (located adjacent to a Lawsons convenience store) think the God in the name is just the proprietor bragging he's the god of fat sushi rolls.

In a way, they're right. The sushi stand is run by **Kenji Oda** (LN male Kami Alchemist 3)**,** a minor Kami of hearth and home who keeps his wings hidden beneath a house kimono, and whose divine ambitions are limited to making the absolute best *Chiba*-style sushi in Japan. Most of the Kami living in the Earth Realm visit Kenji's stand during the Fire Festival, making the shop a great place to catch up on heavenly gossip.

OKUNOIN CEMETERY

Mt, Koya, Wakayama Prefecture

This unusual cemetery is half way up a forested mountain top, in the shadow of a **Ramat Sect** stronghold, mostly disused since the early 1900s. The walls of reality are thin at Okunoin Cemetery, and the place has a foggy chill even at the height of summer. The grave markers and memorial obelisks common to Japanese cemeteries take on odd shapes here. There are grave stones in the shape of cats, ringed planets, roaches rearing up on their hind legs, anime mecha, rabbits, teakettles, and samurai wielding bow and sword, among other strangeness.

Beings that would never be allowed burial at other cemeteries are interred here, including twice-slain undead, fallen oni, murdered Yurei, dragons, and the emphera left behind with Outsiders fall.

The **Ramat Sect** stronghold above is mostly abandoned, a historical site these days, but a skeleton crew of Ramat monks protects the cemetery from those who would despoil the graves to plunder the rare corpses within. These monks are led by **Kukai Taka** (LN male Human Monk 13) who was blinded in battle years ago, but still fights. The six men at his command are similarly wounded.

THE NEKOMUSUME MEMORIAL

Probably the most unusual grave stone depicts a lifesized Nekomusume on her knees, smiling up at the visitor, hands cocked in the instantly recognizable "nyan" pose. The statue was erected by the Chiba-based **Tohei Pesticide Company** to honor the spirits of all the cat-girls gassed to death with Tohei-brewed poisons. Erecting the grave was the last request of old Mr. Tohei, who became quite religious in his last days, and repented the suffering his products caused.

Tohei's spirit haunts the grave. At night, a sad old man in an outdated business suit can be seen sobbing at the foot of the grave. Thousands of tiny, spectral felines follow his every step. If someone could comfort his guilty spirit, the vast stockpiles of poison still manufactured by his company might sublimate to smoke and ash, leaving the TBMS' stores exhausted.

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Chugoku Region

THE TOTTORI SAND DUNES

Tottori Prefecture

The only natural dunes found in the Japanese archipelago are a strange and surreal place, sparsely populated and mostly forgotten by the world. Visitors to the prefecture are relatively rare; most Japanese only experience Tottori as a rapidly flickering wasteland viewed through a bullet train's windows. Rice fields have lain fallow for years, and every other storefront is closed for good. Tottori's economy is in the toilet, with most of its students leaving for other prefectures as soon as possible.

The monsters have taken over Tottori. The few humans still living in the prefecture lock their doors tightly as sunset falls, and almost no one is brave enough to venture outside after dark. The few businesses open at night include small bedrooms and cheap cots for their employees to rest in, as traveling home is too dangerous.

Tottori's monsters are not the typical breed of *oni*- there aren't many *Tengu* or *Ironclub* anywhere in Tottori, for example. Instead, Tottori's horrors are strange, angular things with rubbery flesh and spindly, disturbing proportions, distorted reflections of humanity that move with unsettling speed and agility. Project GILGAMESH has catalogued at least a dozen new species here; military sniper/observers are stationed in the town to keep an eye on these next generation aberrations.

THE TOTTORI EXCLUSION ZONE

So far, these new horrors have limited their activities to the Tottori Sand Dunes themselves, and limited their predation to local residents. As the Horrors advance, the Sand Dunes expand with them, covering an ever larger percentage of the ruined prefecture. The enforced evacuation of threatened area has left intact towns and cities, completely devoid of people, but filled with all sorts of interesting stuff. **The Sanders** are basically a group of desperate, greedy or bored college kids who meet up over 2Channel and plan excursions into the exclusion zone. The **Japanese Self Defense Forces** maintaining the border call it looting. Sanders themselves prefer the term 'extreme urban archeology'.

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Things Found Within the Deep Dunes (d20)	
1 – Salvage only important within the ruin (such as a sand-choked grocery or convenience store still full of bottled drinks and canned goods)	11 – Salvage valuable outside the ruins (such as an armored car tossed on its side, partially buried by a sand drift)
2 – A bullet train derailed, tracks warped, everything within dead and heavily scavenged by animals and supernatural predators	12 – evidence of a Tottori Horror or Tottori Mutilator, such as scat or buried victims, saved for later
3 – the broken and highly radioactive remnants of a destroyed Dune Grinder	13 – the home one of the explorers grew up in, bombed out and buried by a least a decade of sand
4 – a burnt-out tank of unfamiliar design, with charred insignia of a nation you've never heard of	14 – a buried cache of ammo, AK-47s in water & sand proof wraps, and bottled water, marked by the flag of a rival Sander crew
5 – fused glass trails through the dunes, evidence of a Dune Grinder's passage not long ago	15 – a huge pile of rotting, badly shredded human corpses dead only a few hours or days
6 – a perfectly geometric black glass crater carved in the sand by Abyss lasers, perhaps as a nest?	16 – A GILGAMESH Avenger rotted down to bare bones within its cyber-armor next to the desiccated corpse of its pilot
7 – a ruined school or government office covered in graffiti detailing a prolonged siege by Horrors and the fall of Japanese civilization	17 – the bodies of dozens of cyborg soldiers abandoned where they fell. Their weapons and chassis configurations are unfamiliar.
8 – a massive totem assembled from a repurposed broadcast TV antenna, hung with lynched corpses	18 – the bloody and still hot remains of a Sander clique over-killed by something with LOTS of fucking military-grade firepower
9 – a fallen Tottori Horror, being scavenged by smaller Horrors and Mutilators	19 – the resonating howl of the Vitruvian Walker herself echoing across the endless dunes
10 – a flight of Abyss Phantasms soaring high overhead	20 – a thunderstorm that brings even worse heat and purple heat-lightning but not even a drop of rain

Sanders are usually smart enough to evade JSDF patrols and most can hack into live sat feeds to avoid the largest and most active Tottori Horrors. The smaller predators- the strange otherworldly monsters that don't show up on satellites are more of a hazard. Currently, online odds for a shallow penetration of the Dunes suggest a 1-5 chance of death. The odds get worse the deeper you go into Tottori and nobody, not even the bravest or most suicidal Sander goes into **Yurihama** anymore.

SANDER CLIQUES

Sanders are a motley assortment of cliques. Cliques form around a particularly charismatic or successful Sander, break up when he or she eventually gets eaten, and occasionally reform in a new configuration. Membership is fluid, rivalries are fierce and romances aren't out of the question. Some particularly daring Sanders include….

- *Chocolate Films*- not really a Sander crew, **Kenta Fukui** (N male human Charismatic 4) films fetish porn in the ruins. The eeriness of the place and the risk of death brings out something special in the performances. He's been seriously considering adding *guro snuff* to his repertoire these last few months. Needless to say, he hasn't told his starlets about the new business model.

- *Deeper Inc*- an all male crew run by the **Sudo Brothers**, a couple of idiot automobile mechanics from Osaka. More guts than sense, they plunge perilously deep into Tottori. Nine times out of ten, somebody dies horribly, but the other times, the crew makes a rich strike.

- *Tokyo College Movers*- an evershifting assortment of college kids with more brains than survival instinct. They're in Tottori more to research the metaphysics behind the Horrors and the expansion of the Dunes than to loot, but they won't pass up the chance to earn some quick cash to fund future excursions either. One of the College Movers, **Takeshi Utagawa** (LE male otaku human wizard 1) has a viable theory of why and how the Tottori Horrors have entered our world. Only death can test the theory, however.

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- *Yoko's Krew*- Run by a college dropout named **Yoko Kataguri** (CG female freeter human Smart 3), Yoko's Krew plays it safe, sticking to the outer fringes of ruined cities. They run rather than fight, and Yoko herself has 15 runs to her credit. They've never made a big score, and mostly content themselves pawning DVDs and jewelry recovered from the exclusion zone.

WITHIN THE DUNES

Any number of oddities might be discovered within the Deep Dunes, from the ruins of cities that should still be thriving metropolises, to hints of the true nature of the Tottori Exclusion Zone to places where space is broken and time bleeds.

And sand.

Always sand- endless sand.

THE DEEP DUNES

Most Sanders keep to the fringe- only venturing a few kilometers into the Exclusion Zone to pillage the most recently abandoned cities. That's risky, but a bunch of kids on ATVs have a better than average chance of outrunning any Horror they encounter if they stay within sight of the Exclusion Zone's border. Venturing into the deeper dunes is a different story.

The Deep Dunes are a broken non-space with only a passing relationship to reality outside Tottori Prefecture. The few Sanders who've ventured in realize something the JSDF crews patrolling the borders and GILGAMESH troops of search & destroy missions haven't: the Deep Dunes encompass an area much larger than the Exclusion Zone itself. Probably larger than the entire Tottori Prefecture, maybe even larger than mainland Japan.

Once you're in the Deep Dunes, you've stepped out of the Earth Realm. The Deep Dunes are an endless sandscape beneath a sky that occasionally rumbles with distant thunder or flashes with cold, purple lightning as the endless day tends toward twilight. The Deep Dunes are filled with ruined cities- massive mega-cities larger than any urban area found anywhere in Tottori. Some Sanders say they found a ruined vision of *Akihabara* in the ruins, others say they found *Kyoto Port*, rusted away to uselessness, firebombed to rubble, the bay choked with endless drifts of sand.

Nobody is sure if the Deep Dunes are a window into an alternate present, where some vast cataclysm totally

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annihilated Japan, or a hopeless vision of the future, or an especially creative aspect of Hell itself. Nobody really wants to know.

ADVENTURING IN THE DEEP DUNES

Adventuring in the Deep Dunes is hazardous, even discounting prowling abominations like **Tottori Horrors**, the smaller and stealthier **Tottori Mutilators**, or the hotly radioactive and fiercely territorial **Dune Grinder Kaiju**.

- At their most basic, the Deep Dunes are a seemingly endless desert, so heat dangers and dehydration are the least of the Sander's worries. The Deep Dunes support no life much larger than the occasional half-starved dog or desert fox. Survival skill checks to forage are at relatively high DCs.

- Compasses and magnetic navigation aids do not function in the Deep Dunes.

- Every hour, roll D6. On a roll of 1, electronic signals, including sat-phones are jammed for 1d6 hours both into and out of the Deep Dunes. Even under normal conditions, the lack of cell towers within the Dunes means cellular and wi-fi coverage is spotty at best.

- Several sites within the Deep Dunes, including several of the ruins and the lairs of *Dune Grinder Kaiju*, are radioactive environments.

THE FLOATING CITY

Several Sanders who've survived a run into the Deep Dunes have reported sighting an enigmatic 'floating city' on the distant horizon. The city resembles a massive, upside down mushroom made of some kind of gleaming grey-white polymer that flashes almost blindingly when the sun hits it at the right angle. The floating city is mobile, easily able to outpace the ATVs and off-road converted vans most Sanders use, and moves away from contact attempts. The floating city hovers over the dune sea at an altitude of at least 200 meters, though whether this is its maximum ceiling or not is unknown.

Sanders have seen movement within the floating city, and occasionally vast drifts of garbage and waste indicating humanoid habitation is dumped out a vast iris at the base of the floating city. Scraps of paper and odd little magazines found in the garbage drifts are written in Japanese dialect, though the magazines are written in such a strange subcultural slang, describing matters so alien to the experience of even most Sanders, and celebrating memes no sane person can puzzle through.

Occasionally the floating city's air defenses activate, blasting whole flotilla of Abyss out of the sky. Whatever

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the inhabitants of the floating city really are, they have little to fear from the horrors patrolling the ruined Tottori Prefecture.

THE VITRUVIAN LAIR

Yurihama, Tottori Prefecture

The small city of Yurihama lies in ruins and completely depopulated. The devastation was as sudden and complete as the violence suffered by Hiroshima and Nagasaki, though no mortal force caused the devastation. The region has become the lair of a deadly, towering horror known as the **Vitruvian Walker**. Vast legions of feral undead scavenge in the flayed giantess' bloody wake.

The surrounding towns have been suburbs, and there is a now a massive communications dead zone at the heart of the prefecture. The Japanese Air Self Defense Forces conduct regular over flights to maintain an official no-fly zone over Yurihama. **Abyss Fleets** have been encountered in these grey, stinking skies and seem to be protecting the Vitruvian Walker. Missions that do not disturb the creatures on the ground are rarely bothered by the Abyss, but bombing runs attract a lethal response from the native Abyss.

GILGAMESH FORWARD OPERATIONS BASE

Kurayoshi, Tottori Prefecture

Kurayoshi, formerly a quiet city of industrial warehouses and shipping complexes, is now the far edge of the Tottori Exclusion Zone. Refugees from the Exclusion Zone have swollen the city, straining resources and swamping available housing.

Meanwhile, Project GILGAMESH has fortified Kurayoshi. Goliath rail-gun emplacements flank the former city hall, and are capable of raining depleted uranium rounds more than a dozen miles into the Exclusion Zone. The city hall has been convered into a GILGAMESH command center, while more than a dozen Avenger mecha (as well as four Executioners and an entire squadron of Cloudfire) are hangared in converted warehouses. GILGAMESH troops and Bio-Stalkers are common here, and almost outnumber the ordinary citizens of Kurayoshi.

The Kurayoshi operation is commanded by **General Virginia Anno** (NE female human Fighter 13 with Pilot Candidate abilities)**,** from GILGAMESH's American contingent. General Anno is a muscular and pugnacious, half-Japanese woman with red hair tending toward grey kept in a tight buzz cut. She prefers to lead from the front, often piloting a specially modified and superbly armed Avenger painted in a single monochromatic shade of blood red.

Her Avenger enters the fight almost completely berserk, and only regains control as it kills- she is usually deployed far in advance of her back-up forces, because in her rages, she would murder her own troops as readily as she would the Horrors. Each battle to date, General Anno has increased her kill-stats, but the devastation she wreaks on the civilians at the edge of the exclusion zone has only increased. Neither she, nor Project GILGAMESH, seems to care.

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THE ASSEMBLY OF THE GODS (EACH OCTOBER)

Izumo, Shimane Prefecture

Each October, the major and minor kami leave their homes and domains scattered throughout Black Japan and the Tatakama, to gather in the old city of Izumo. For a month, the gods debate, argue, plot, plan and scheme in a pocket of divine space-time carved out of the old city, unseen by humans but palpably felt. Izumo's citizens are edgy and energetic during October, the presence of so many divinities charging their souls like a month long hit of cocaine.

In October, in Izumo, things get done. New ideas have their genesis, new businesses open their doors, new inventions hit the market, partnerships are formed, romances are sparked, children are conceived in record numbers. But fights also break out, slights that would be laughed off any other time of the year turn into brawls. Lust gives way to hate and murder. Heroes and police alike are very busy in Izumo, in October.

GAME RULE EFFECTS: THE ASSEMBLY OF THE GODS

With the gods so focused on Izumo, divine magic elsewhere in Japan weakens, as the kami concentrate their power in one city. These effects last the entire month of October.

OUTSIDE IZUMO

Divine spells above 6th level are simply unavailable. Seventh, eighth and ninth level spell slots can be filled with meta-magic enhanced lower level slots, but otherwise remain unused. At the game master's option, certain divine artifacts might not function during October.

WITHIN IZUMO

- All divine Conjuration (calling) spells have their durations doubled.
- All divine healing spells have their numerical effects maximized, as if by the Maximize Spell feat, without modifying the spell's level.
- Divine spells with the Chaotic descriptor have their ranges extended, as if by the Extend Spell feat, without modifying the spell's level.
- The GP value/Purchase DC of sacrifices and bribes to secure the aid of powerful outsiders (such as by the Gate or Planar Binding spells) are reduced to ¾ normal, reflecting the diverse assortment of spirits already present in the Earth realm.

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THE IZUMO GRAND SHRINE

This ancient shrine complex is built to a truly monolithic scale. The Grand Shrine's actual foundation date is lost to myth, but the complex' *kaguraden* (grand hall) is at least a millennia old, and in ancient days, it was one of the tallest and most impressive structures of the young Japan. The shrine was built to honor Amaretsu, and commemorate her establishment of the Japanese Imperial line, but also honors several other *kami*, both great and small. Among them, *kami* of home, marriage and family, as well as flame, life and death itself.

The Izumo Grand Shrine vibrates with the energy of the assembled gods, as they gather in the great hall and in the palatial fields around the shrine complex. During each October, the doors of the kaguraden are locked, barred and mystically sealed, forbidding all mortal creatures. When the gods take up residence in the *kaguraden*, the multi-ton prayer rope hung from the grand hall's rafters loses its ordinary straw-yellow color and becomes the pristine white of new snowfall.

GREAT HIGASHIIZUMO MALL

Matsue, Shimane Prefecture

Great Higashiizumo Mall is one of the largest shopping areas in Black Japan, excepting Tokyo itself, of course, as that entire city could be reasonably called a single huge shopping arcology. Great Higashiizumo Mall has one advantage most of Tokyo's shops lack- the goliath, six story shopping complex features dozens of small shops specializing in various magical goods. Most of the Great Higashiizumo Mall's magics are mere trinkets: *gyaru eyelashes*, iPods and smartphones that grow new components to stay ahead of the gadget curve, weak potions of intellect sold around the time of college entrance exams, mystical sex toys, and the like. However, many of Black Japan's supernatural warriors and occult soldiers shop for their combat gear here.

The Great Higashiizumo Mall's occult stores typically focus on a single specific type of magical item. Most sell minor potions, magical household furniture, enchanted personal electronics, but a few specialize in a single specific weapon or iconic type of enchanted armor. The Mall's ambient magic ensures that the mundane men and women of Black Japan never bother the occult retailers.

Rather than seeing the store's true nature, mundane folk either see an empty storefront or the kind of unfashionable

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shop they would never find anything interesting in, and avoid the magic shops in either case.

Only spellcasters (or non-spellcasters who have previously had a supernatural experience of some kind), or those who are given explicit directions to a specific store, can pierce the Great Higashiizumo Mall's myriad interlaced illusions.

Ukemochi Ranch maintains one of the best grocery stores in all of Japan here. In addition to beef from its cattle-women, this sprawling, well-lit store features fresh produce from across the main island, beef from non-sentient cows, and even more exotic meat (a mermaid's tail fin, a kitsune's liver) from time to time at premium prices. Exceptionally bright cattle-women work the counters here. Mortals visiting the mall see only pretty teenagers in cow ear cosplay, not true hybrids, available for purchase and BBQ by the highest bidder. The sales positions rotate by the hour, as cattle-girls are bought and butchered and their replacements take over the register.

The New Day Girl Factory has an outlet store here, a brightly lit, chrome and glass two story domain near the Mall's eastern escalator bank. Racks of slumbering POETICA hang from fetal cocoons above the elegant and hip sales floor, waiting for their new owner's touch to activate them. The sales staff are exclusively artificial girls themselves: most POETCIA but a few custom Nekomusume with celery green pelts mixed into the lot. POETICA in the iconic green and white New Day Girl uniform prowl the shopping arcade, handing out flyers and discount coupons to lonely looking males- they are a big hit with the mall's many otaku customers.

Attracted by the bustle of commerce and thrill of seeing eager young otaku purchase their first polymer lovers, not to mention the raw energy of the annual Assembly of the Gods, **Robyn Miyazu** (CN female gyaru Doujinishi Modern Spellcaster 9) makes her home here. Possibly schizophrenic, definitely OCD, but extremely knowledgeable about Black Tokyo's magical underworld, she is a powerful chaos magician, not to mention a theoretical physicist who earned her PHD under a different name a few years back. She knows ley lines, advanced particle physics, and just the right way to thumb a man's prostate to get him to cum instantly, and will cheerfully explain to anybody who asks how those three topics are really one and the same.

OTHER SHOPS IN THE GREAT HIGASHIIZUMO MALL

To an adventuring occultist, it seems like half the shops in the Great Higashiizumo Mall sell mystical trinkets. There's plenty of occult options to choose from, even though the names of the places make zero sense at all, even to their workers. Some of the more famous minor vendors include:

Pretty Bump: A brightly lit sex-toy shop with stunningly pink décor, where you can find a variety of occult sex toys, some Cute Wand weapons with various enchantments and even the occasional Pleasure blade.

Wild Scissors: This oddly named blade works sells enchanted swords and daggers of all sorts, from the trivial to near artifact level blades kept in a locked, glass-fronted safe. Hundreds of scissors hang on thin silver chains from the exposed metal ceiling struts.

17NERO: This shop has a futuristic décor and is lit mostly by blue neon illuminating nearly one hundred tropical aquariums. 17NERO deals in unique alchemical potions and concoctions as well as some minor, male-focused occult sex toys and tantric magic items.

Cold Tomato: This Goryohime-run fashion boutique deals in enchanted women's wear as well as custom-fitted leather, studded leather. Lately it's been branching out into enchanted racing leathers, armored skinsuits and action wear, making it popular with *sentai* adventurers as well as Goryohime.

Brave History: This military surplus store deals in enchanted cloth armor and uniforms, including uniforms worn by famous *Assault Witches.* You can also find enchanted rifles and pistols of WWII vintage, not to mention a variety of historically significant bayonets and daggers. You pay extra for the history lesson; the shop also does a brisk business in non-magical uniforms, medals and Imperial Army military memorabilia.

Pristine Poetry: What looks like an academic bookstore deals in spellbooks, scrolls focusing on conjuration, evocation and transmutation magic, and various magical reagents. It sells a variety of school uniforms enchanted with bardic magic and minor Musical weapons each summer, when the occult interns arrive to earn some money before the new school term begins.

Toy Chimpanzee: This odd little toy store also sells a fairly random assortment of minor wondrous items and sex toys worth less than 1,000 gp. There's no rhyme or reason to what they get or when and the rude staff has absolutely no interest in taking requests for specific gear.

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THE YASUGI SHRINE

Yasugi, Shimane Prefecture
The Shinto creation goddess, **Izanami** died giving birth to fire. She was buried here, and her divine body rotted in peace, while her soul fell into the Black Else and devolved from creatrix to first and most horrible undead. The Yasugi Shrine is built around an enigmatic relic of the goddess: a jagged, razor sharp spine of obsidian that crests more than 60 meters high. The glossy black monolith is always painfully hot to the touch, and its facets are razor sharp, never eroded by wind, rain or time.

The Yasugi Shrine is tended by a triumvirate of ancient, stern men, as the site is considered too holy for a single abbot. All three men are deeply corrupted by Izanami's dark presence and all are underlings of the **Ubume Empress. Shuta Kegare** (LE male human Cleric 15), the most senior abbot is more than a century old, and likely immortal as a result of his dark sacrifices over the years. Kegare and the lesser abbots have created a climate of guilt and fear about the city, spreading the Ubume Empress' influence to Shimane.

Infant mortality, rates of abortion and death in childbirth are all significantly higher than the Japanese norm here, for reasons no sociologists or physicians have ever been able to conclusively pin down. **Ubume** are especially common in the prefecture, and morturary workers are barely surprised any more when the cooling corpse of a pregnant woman dead in a traffic accident or some other tragedy simply vanishes from the body locker. The temple's junior monks are forbidden by the senior abbots from performing atrophic rites on the bodies of recently deceased women, meaning Ubume rise here in great numbers.

The Ubume Empress does not realize that the area's strange karma means that it is the one place in the entire Earth Realm where she can be permanently slain.

OKAYAMA: CITY OF HEROES!

Okayama City, in the prefecture of the same name, is home to the legendary Japanese warrior Momotaro. While the real Momotaro is a corrupted mockery of his former glory, the mythic Momotaro remains Japan's most beloved folkloric hero. The city, the whole prefecture in fact, is a monument to Momotaro's victories and legend.

Peach trees line the streets and white peaches are a local delicacy, sold in just about every restaurant. Peach liquors are just as common in the bars. Peach blossom motifs decorate everything from manhole covers to bakery windows, and statues of the famous "Peach-Boy" can be found in shrines and parks throughout Okayama.
The city's main police station has a granite statue of Momotaro as an adult hero, his sword held high, his dog, monkey and pheasant companions curling around his ankles. Meanwhile, a few blocks away, the main children's library has a smaller, brightly painted concrete statue of a child Momotaro feeding a puppy a dumpling and earning his undying affection.

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ADVENTURING IN OKAYAMA

Momotaro's legacy is every where, and perhaps heroes adventuring in Okayama will live up to that legacy far more than the true Momotaro did.

- There is a palpable aura of goodness and martial courage about the town. Characters with any good alignment receive a +1 morale bonus on melee attack rolls with any slashing weapon within the city limits.
- Characters with the *samurai* cultural template receive a +1 luck bonus on all saving throws within Okayama city limits.

FAITHFUL COMPANIONS

Okayama, Okayama Prefecture

This pet shop is a beloved local institution, across the way from the city's children's library. Faithful Companions sells a variety of small dogs, songbirds and a few clever breeds of monkey: if not exactly the same animals Momotaro journeyed with, than a close enough substitute.

The shop keeper is a rather androgynous, yet beautiful person who seems to be of Chinese descent. Known only by the initial **"T",** the pet store owner (LN futanari? Kami? Alchemist 8) has been here a little longer than anybody can remember.

T trades in familiars of the above kinds, though prospective masters must pay close attention to the care instructions T provides. T investigates prospective masters thoroughly and will not sell to cruel or neglectful masters. T has no tolerance for those who mistreat animals, and T's punishments can be both imaginative and cruel. For some reason, **Nekomusume** are unreasonably terrified of T, though T has never been anything other than coolly polite to any member of the race.

KUDARA CASTLE

Okayama, Okayama Prefecture

The dimwitted, fearsome warrior **Momotaro** was born in Okayama, a thousand years back. He had his first adventures here, learned to fight here, and defeated his first foe here, long before he was corrupted by the Black Else and transformed into a living weapon.

The historic Kudara Castle is a Korean-style fortress where the mighty warrior overthrew his first tyrant (of many), and the victory is celebrated annually. During the city's *Momotaro-Matsuri* festival in August, the castle is closed to visitors. Unquiet ghosts of the warriors Momotaro killed awaken, fighting a bloody recreation of their death-struggle for the duration of the festival. Anyone unfortunate enough to be near Kudara Castle during the festival is, of course, cut to ribbons by the vicious battalions of spectral samurai.

You can use various undead stat-blocks from the five volumes of the *Bestiary*, or simulate these ghostly samurai with a setting specific statblock like the ***Skinless Yakuza***. Haunts inflicting painful physical wounds are also thematically appropriate.

SAIDAIJI SHRINE

Okayama, Okayama Prefecture

The priests here spend an entire year handcrafting a '**luck stick**', imbuing it with powerful good fortune and 'donate' the item to the community in a raucous and chaotic festival during the first week of February. Men from around from Japan, dressed only in traditional loincloths, crowd into the darkened temple around midnight. An unseen priest tosses the lucky stick to the brawling, jostling, jam-packed crowd. Sooner or later, a single strong and lucky soul wins the year's luck stick. Other participants might walk away with other trinkets (ranging from cheap souvenirs to lesser magical artifacts) tossed into the melee by the priests, in addition to their black eyes and bruises.

The free for all is bracketed by short Shinto prayers and lots of local beer.

SAIJO INARI WEEKLY MANSIONS

Near Mt. Ryuo, Okayama, Okayama Prefecture

Once one of Japan's favorite shrines to Inari, this temple complex fell on hard times during the early 1990s, and today, it is a rather unusual apartment complex. The temple's many buildings were converted into cramped efficiency apartments with space for a total of about two dozen renters, though much of the décor of the old temple was retained. Stone Kitsune statues topped with vermillion bibs rest beside each apartment door: the central prayer hall has become a communal recreation area. On quiet nights, the rec room is filled with dozens of foxes lounging on the old tatami mats, totally at peace. Fox statues can be found in every apartment, atop of entertainment centers and microwaves.

Some (including most of Okayama's human residents) would consider such renovations sacrilegious at best, and tasteless at worst. However, the apartment complex' residents are exclusively Kitsune, who have always dwelled in temples sacred to Inari, either officially or not. Okayama is home to one of the largest Kitsune populations outside of Saga and Tokyo. Okayama's Kitsune come from the **Daishi, Kibi** and **Ashimori** fox-clans, who have intermarried amongst themselves.

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Of the three clans, the Daishi Clan are the most adventurous, known for their skill with the katana and impetuous courage: their women are slender and known for snow white hair. The Kibi Clan are devotees of Inari, non-binary God(dess) of Foxes, and are often familiar faces on the AV fetish scene: many are futanari or similarly bi-gendered themselves. The Ashimori Clan are known for their enchanting spells and keen academic minds: their fox pelts are rich russet, as is their hair in human shape.

The Saijo Inari Weekly Mansion's complex manager (and the former abbot of the temple complex, in happier times) is **Nagisa Ashimori** (CG female Kitsune Acolyte 6). When fortunes turned sour and her temple went bankrupt, Nagisa guided the transition into its current incarnation as an apartment. She suspects that the Amakaze was behind the temple's bankruptcy, and the continuing string of financial and legal woes plaguing the apartment complex. Her digging eventually uncovered that agents of the *Five Blossom Amakaze* desperately wants the property, though neither mundane detective work nor occult investigation has revealed the reason why.

HIROSHIMA REBORN

Hiroshima, Hiroshima Prefecture

Hiroshima is experiencing an awakening. Seventy years after the A-bomb flattened the city and destroyed its small *kami* and household spirits, the strange is quietly returning. While the presence of the **Ubume Empress** and her minions meant **Nagasaki** never underwent a similar integrum, Hiroshima's mystical ecology died that day in 1945.

In a rush of reconstruction that oddly mirrors the construction boom of the 1950s and early 1960s, working occultists are flocking to Hiroshima, looking to carve out a niche. *Tsukumogami* (animated objects) and *Zashiki-Warashi* (household spirits) are spontaneously generating in the older buildings. A few unstable *torii* have opened within the city limits; most lead to quiet rice farming villages scattered across the Tatakama.

The most stable *torii* is formed within the arch of the white marble **Cenotaph for the A-Bomb Victims,** in the center of the rebuilt city. The marble *torii* sometimes opens early in the morning, at the same moment the bomb fell, each day. Unlike the others, this gate leads to a massive, walled city somewhere in the Tatakama- a strange mirror of ancient Hiroshima larger and more important than it ever was in Earth's history. The inhabitants of the walled city

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are wreathed in white flame, which does not burn them or their possessions, and gives them strange powers. An adventurous few cross the border into the Earth Realm, where they dream odd dreams of Hiroshima before the war.

THE PEACE MEMORIAL PARK

The heart of Hiroshima was broken in the bombing, and over the years, as the city healed, the center of the city has become the Peace Memorial Park. The hypocenter of the blast is now a vast green space, home to dozens of monuments to the victims of the blast, both subtle and obvious in their meaning.

The Peace Memorial Park is a sprawling collection of preserved ruins (the most famous of which has become known as the *A-Bomb Dome*), surviving structures that have become museums and emotionally fraught sculpture. Of these sculptures, the haunting *Statue of Mother and Child in the Storm* is easily the most iconic.

The long-ago atrocity has left the city plagued by undead. **Firefly Yokai** and other dark beings are common in Hiroshima. However, the city's undead have reached an unspoken, yet unbroken truce with the city's mortal inhabitants. Hiroshima's undead do not prey on mortals visiting the Peace Memorial Park, even in the darkness of night, nor do they prey on the aging survivors of the atomic bomb. Even Hirsohima's otherwise mindless, soulless undead respect this truce.

HIROSHIMA'S CRANES

Garlands of paper and cloth cranes often hang from the many memorial statues and peace monuments erected in the green-space where 70 years ago, an atomic bomb fell. The crane has become a symbol of Japan's pacifist and anti-nuclear war movement as a result of Sadako Sasaki's attempt to fold a thousand paper cranes before she died of leukemia caused by her proximity to the bombing. Sadako's quest was taken up by school children throughout the reconstruction era, and the fictional *Sasaki Elementary* is named for her.

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SASAKI ELEMENTARY SCHOOL

Hiroshima, Hiroshima Prefecture
School Colors: Navy Blue and Green, with a multicolored crane crest on the blazer
This ultra-modern elementary school was built in the early 1980s, and its lavish facilities and grand scale are a testament to the strong Japanese economy of that era. Everything here is still pretty much top of the line. Though not nearly as established as **Tanso Middle School**, Sasaki Elementary is rapidly earning a reputation as a magnet for supernaturally gifted children.

Kanon Shima (CG female Kami White Mage Cleric 13) incarnated on August 6, 1945 as an aspect and avatar of the goddess **Kwannon**, and set about healing those few left alive in the rubble. She has been active as an anti-war and anti-proliferation activist since than (eventually pretending to be her own daughter, and retiring her first identity) and is one of the fiercest critics of Japanese militarism. She's been arrested on three different continents, and the **American National Security Agency** realizes she is a minor deity, which frankly terrifies them, considering how much trouble she caused for them during the Bush 'presidency'. Her current campaign is a long running and secret war of sabotage, attrition and public opinion against **Project GILGAMESH.**

Kanon Shima runs the school, and it is her influence that has made it a place dedicated to protective magic. Shima views evocation magic in the same light as she does nuclear weapons, and believes magic should only be used to heal, enlighten and protect. Her school's curriculum, while a great primer in magical 'basics', instills many students with an almost phobic dread of evocation magic.

The Sasaki School offers only a handful of clubs for its students. These include:

The Crane Club: This club teaches students the basics of healing magic and divine spellcasting, and many of its members go onto become Acolytes, or even full Clerics, Oracles or other divine adventurers in later years.

The Celestial Club: This highly sociable club often hosts club events, festivals and dances for the entire school. The Celestial Club is personally run by Kanon Shima and her most trusted advisors and is intended to teach young Kami, Futakuchi and even Doujinishi to be responsible, noble and peace-loving servants of heaven. It offers excellent training in religion and their racial powers to any young Outsider that joins.

HIROSHIMA'S YAKUZA

The reconstruction of the city took many years, and a strong black market and criminal economy grew as the city rose from the rubble. The presence of so many smugglers, thieves, fences and war profiteers attracted the Yakuza, and Hiroshima became one of the Yakuza's stronghold cities. Dozens of fiercely competitive, dangerously well armed clans call Hiroshima home. Firefights in the street and bloody spates of assassination, counter-assassination and revenge gave Hiroshima a grim character throughout the late 1970s and early 1980s. Today's Yakuza are no less violent, but are a bit more subtle. The two fiercest Yakuza clans in Hiroshima are the **Black Sakura** and **Red Carp** gangs.

THE RED CARP

The **Red Carp Yakuza** are taking full advantage of the Black Sakura's harassment by the Rape Pure circuit, and in doing so have become worse than they'd ever been before. The Red Carp's *oyabun* is **Yuuta Fujasaku** (CE male human Yakuza Rogue 12), who lost an eye to Sugawara when they were both children and never forgave the insult. Knowing full well that the Black Sakura can't fight back effectively against Taru Tsuyoi's thugs and his own gangsters simultaneously, Fujasaku has put all other business on hold. Drugs, protection, the daily scams have all been put on the back burner. The first priority these days: put bullets into any Black Sakura man you see walking the streets.

Fujasaku's also taken *Rape Pure* yen to end the lives of the rival gang's men in far less professional, far more horrific ways. Several of Fujasaku's senior 'brothers' are now hopelessly addicted to the thrill of bloody rape, and look forward to their first *Rape Pure* bouts. Many of the Red Carp have mastered the Phallic Spear Technique and its advanced forms, including Fujasaku himself. Though increasingly feral, they grow more dangerous with each kill, not just to Black Sakura clan members, but to the innocents of Hiroshima as well.

The Red Carp Yakuza own a four-story office building as their private fortress with the clan's *mon* glowing from the building in 5-meter-tall, blinking, bloody neon. They're calling in associate members from the surrounding region, swelling their numbers for their war against the Black Sakura. Dozens of swaggering bullies in cheap black suits lounge around out front- ordinary civilians have all but abandoned the block to the gangsters. The Red Carp have barricaded both sides of the street to prevent drive-bys, openly insulting local traffic cops sent to clear the barricades,... even hospitalizing a pair of cops that just didn't get the message.

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THE BLACK SAKURA

Kanji Sugawara (LE male human Yakuza Combatant 14) is the brutal yet strangely honorable head of the Black Sakura. While he has personally slain hundreds and will likely murder many more before somebody finally ends him, he's never been anything but polite to locals uninvolved in the criminal underworld. In 1986, after he got word one of his underlings had raped an innocent woman, he executed his man and then went straight to the woman's home, to perform *yubitsume* (finger-cutting) on her door-step.

It was this honorable act, combined with the fighting prowess he honed as a young street punk, that has attracted **Taru Tsuyoi's** attention to the Black Sakura clan. Tsuyoi's declared open season on the Black Sakura, and the cadre of madmen under his command have raped, tortured and murdered nearly a dozen of Sugawara's best soldiers. Taru Tsuyoi says that if Sugawara wants it to stop, all the leader of the Black Sakura has to do is step into a Rape Pure fighting circle….

The Black Sakura have a club office in the city's bustling down town, but since the attacks began, it has been shuttered and deserted. Now, the gang meets, no more than a few men at a time in random spots around the city. Kanji Sugawara ignores the advice of his men to retreat to his fortified suburban mansion, and is on the street nearly 24-7 these days, trying to protect his men or at least use his gigantic, scarred fists to get some righteous payback.

CONVENIENT GYM

Hiroshima, Hiroshima Prefecture

Ryotaro Ashigaru (NE male burakumin Bloodstrong Man Magus 10) is one of the very few Red Carp soldiers who defied Fujasaku-San's kill order against Black Sakura members. Ashigaru runs hard drugs (favoring meth, PCP and designer hallucinogens) through his back-alley UFC gym. He wants Fujasaku to forget about this vendetta bullshit, and get back to the business at hand: making money.

If Ashigaru has to cut Fujasaku's throat to get the Carp back on the right path, he'll do it. Happily. In fact, the steroid-swollen Ashigaru is starting to wonder why he never thought about taking over before. Why had the Carp put up with that rapist dimwit for so long, anyway? However, the Carp's recent foray into for-profit sexual violence has made Ashigaru realize there's a profit to be made from it. Ashigaru's made some fragile contacts with

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local pedophiles to shoot custom DVDs to order, and he's expanded his drug business to include *Tantros Black.* Ashigaru is getting Tantros Black from **Taru Tsuyoi's** private drug labs: Tsuyoi would prefer that Fujasaku is in charge of the Red Carp, but doesn't really care. He knows that even if Ashigaru stages a coup, he can corrupt the man into becoming a near identical replacement within a few weeks.

THE YAMAGUCHI ARMORY

Hiroshima, Hiroshima Prefecture

The men of the Yamaguchi family have pressed illegal guns and ammo for Hiroshima's Yakuza since the late 1940s. The Yamaguchi clan is officially neutral in the city's gang wars, their skills so valuable to every criminal in the prefecture they are allowed to sell arms to any Yakuza clan with the funds to pay for it.

Old Man Yamaguchi (LE male human Yakuza Magus 8) produces untraceable, custom, fully automatic guns for any Yakuza with the cash to spend in a shuttered plumbing supply factory. He's got a network of contacts around the world, and is able to get virtually any firearm he needs, up to and including the rare rocket launcher or even the occasional US Army particle beam. He specializes in SMGs and pistols though- the local Yakuza can't get enough of those. Yamaguchi can enchant the guns to bellow like thunder, to burn like dragon's fire or to kill with utter silence.

The Yamaguchi family is under some severe pressure from the Red Carp to sell only to them, and only the old man's stubborn streak and desire for vengeance has kept him from caving. Fujasaku's sociopaths killed his grandson, but only after violating the boy for hours, as a message to Yamaguchi. Old Man Yamaguchi fears for his other grandchildren's lives, but won't bow, and is trusting that the Black Sakura will put things to right. He's putting his faith, and his illegal guns behind the Black Sakura.

Fuck the Red Carp.

GODHAND'S GARAGE

Hiroshima, Hiroshima Prefecture

"Blackie" Oyama (LE male human Cavalier 10/Rogue2) is one tough son of a bitch, a giant of a man who stands more than 6'6" and weighs more than most household appliances. Blackie used to run with the Black Sakura in his teen years, earning a full chest set of impressive, tribal-style ink from which he takes his nickname. Blackie wasn't much for taking orders, though, and broke from the gang before he turned 21.

These days, Blackie Oyama is well known as one of the best couriers and getaway drivers in all Japan. You pay Blackie 20% of the cargo's street value, and the cargo is guaranteed to get there. Moving 'hot' passengers under the cop's noses costs a cool 10 million yen and up. Blackie is known for utter professionalism, absolute refusal to talk about his clients, and an unbreakable code of honor. Though no longer formally affiliated with the Black Sakura, he won't work directly for the Red Carp – rapists and drug runners offend his sense of professionalism.

Blackie works out of a converted warehouse near Hiroshima's rail yards, a cavernous mecca for automotive maintenance. His garage is popular with the tuner set, though Blackie refuses to waste his talents as a street racer. The Godhand Garage is also home to Blackie's collection of classic muscle cars, imported from America.

8-9-3 MAGAZINE

Hiroshima, Hiroshima Prefecture

One of many fan magazines published about the exploits of local Yakuza, 8-9-3 Magazine is pretty much a one man operation. **Eizo Blackjack** (CN male Doujinishi Dedicated 5/Investigator 1) is one of the nation's biggest Yakuza fanboys, and writes, photographs, publishes, books ads for and does layout on a glossy magazine catering to similar crime enthusiasts.

The magazine's circulation has tripled (or more) since the Red Carp/Black Sakura War and Blackjack is getting good, bloody photos of fallen soldiers by the ton. Fujasaku is courting the amateur press reporter, telling his men to talk to Blackjack, so long as no names get printed. Some of the Red Carp have even taken Blackjack with them on 'ride alongs' as they pull the trigger on Black Sakura men, letting the reporter roll film as they execute their rivals. Blackjack is getting more and more turned on by the violence, and less and less a detached observer. 8-9-3 Magazine has become the unofficial propaganda arm of the Red Carp Yakzua.

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THE ITSUKUSHIMA SHRINE

Miyajima, Hiroshima Prefecture

This ancient Shinto shrine is built just off the coastline and fills completely with water during high tide, floating over the still waters of the *Seto Inland Sea* like a crimson mirage. The Itsukushima Shrine is dedicated to Benzaiten, the only female member of the Seven Lucky Gods (Shichi Fujujin), and a spirit of both water and the creative spirit. As the tide rolls in, apprentice Harem Mages from throughout Japan come to swim; these otaku-magic users believe that bathing at the shrine will increase both their creative energies and magical aptitude. More often than not, they're right.

Doujinishi are common throughout Miyajima, attracted by the everpresent crowds of Harem Mages and mystic wanna-bes. More than a few are powerful conjurors or Harem Mages themselves, and Miyajima's Doujinishi have discovered a unique aspect of the floating temple.

Doujinishi do not need to breathe while within the flooded temple, and can stay submerged there indefinitely- the place's raw magical energy sustains their life functions. Deep swimming Doujinishi have discovered a semi-permanent torii to a placid, enchanted lake somewhere in the Tatakama that appears only when the shrine is completely flooded.

THE HAPPY SQUID BEACH HOUSE

This brightly painted little shack is a first rate sea-food restaurant popular with visitors to the shrine. The Happy Squid is run by a pair of twin Doujinishi brothers, ***Yoshi and Hajime Buson*** (CN male Doujinishi Ranger 3)**.** They also run an almost identical, if lower-tech restaurant, on the far side of the torii, and are equally at home in both worlds. The brothers make good guides, but never are both on the same side of the dimensional gulf. Their respective wait-staffs in the two realms have no idea there's two of 'em. The Buson Brothers like the confusion this causes.

The Happy Squid also rents boats and SCUBA gear to ordinary tourists and adventurers alike. Pay them well enough, and the Buson Brothers can get you to the Tatakama and back safely.

DAN-NO-URA INLET

Off the Coast of Shimonoseki, Yamaguchi Prefecture

In April 1185, the **Child Emperor Antoku** was died here, drowned by his regent and grandmother rather than allow him to fall into the hands of the rival Miyamoto Clan. With Antoku's death, modern Japan was born, and the power of Antoku's House of Taira was broken forever. Thousands of samurai died at beside their Child Emperor, drowned as the numerically superior Miyamoto Clan burned their ships out from beneath them.

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Local legend says the small *heike-gami* crabs, with carapaces that resemble a snarling samuari's face, distorted with rage and intensity, are the unquiet ghosts of the brave men who drowned on that long ago April morning. Fishermen working the Seto Inland Sea still shudder, faintly, when they catch sight of one of these eerie crabs in their nets.

The small inlet Dan-No-Ura is more significant than even legend allows for, however. When the Child Emperor died, he was clutching the First Katana, **Kusanagi**, in his small hand. Kusanagi left the Earth-Realm forever here, disappearing beneath the waves and passing into the knowing of the gods themselves. The great sword's passage created a permanent rift between worlds.

On chilly, rains wept mornings in April, when the fog rolls in, a gate between the Earth-Realm and the Tatakama opens. This portal appears as a ghostly crimson *torii* gate, floating just above the still waters, and remains open for much of the day. Fishermen have crossed back and forth between worlds- though they rarely speak of it to outsiders, many of Shimonoseki's fishing community has seen the **Tatakama** with their own eyes. The waters are more dangerous there, but the fishing is better. The Tatakama hasn't been spoiled by a thousand years of fishing, after all. Occasionally, a mermaid caught near Shimonoseki (on the far side of the *torii*) appears on a table at one of Tokyo's most exclusive occult restaurants.

THE PRINCESS' DREAMS

Dan-No-Ura may be more important to the modern world than anyone suspects. Unknown to anyone but her mother, **HIH Aiko** occasionally wakes screaming, from recurrent nightmares. In her dreams, the young princess is a little boy, on the deck of a windswept war-ship from the feudal era. In her/his tiny hand, a katana, and arrayed against her/his small flotilla is a mighty armada, bearing down upon them and bearing the crest of the Miyamoto Clan…

ADVENTURING NEAR DAN-NO-URA

The dimensional walls around this fishing cove are thin and easily penetrated.

Finding a *torii* between worlds requires a DC 30 Knowledge (arcane) or Profession (fisherman/sailor) check for eleven months out of the year. In April, the Knowledge check DC is only 18. Once discovered, the *torii* remains open for 3d6 hours. Spontaneous stable *torii* open every day of April and sporadically throughout the rest of the year, usually in the same spots year after year, in places familiar to local fishing families.

AKAMA JINGU SHRINE

Shimonoseki, Yamaguchi Prefecture

Built during the early 13th Century, this shrine and its exaggerated entryway are almost mythic in scope. The vermillion *torii* gate is built to a heroic scale, and the shrine was built to commerate the losing side of the Great Gempei War. The body of young Emperor Antoku lies in state here, along with several of his retainers. The body of his regent- his grandmother- who drowned the boy-emperor was never recovered, though a funeral stile honors her spirit.

The shrine is tended by an agent of the Imperial Household Agency, and one of Aiko's uncles: Yosa Utada (LN male human Imperial Family Aristocrat 5), a career politician since the 1970s. Though his career has been long, it has never been truly distinguished or memorable. Mr. Utada knows more about ***Crown Princess Masako's*** plans for Japan than many of her inner circle. Crown Princess Masako doesn't know it, but Aiko has told her uncle all about it….despite the fact that in waking life, the young princess hasn't seen old Mr. Utada since she started talking.

Utada is well aware of Aiko's past incarnation as the boy-emperor. When Aiko sleeps, her spirit walks the temple, a ghostly silver-blue apparition flanked by drifting orbs of cold light. She always makes her way to Emperor Antoku's tomb, where she kneels, as if in prayer by the boy's shrine for a time before vanishing from sight.

The shrine's caretaker is used to these nocturnal visitations by now, and has talked to the child's wandering soul more than once. Aiko's unconscious is more knowledgeable and perceptive than the waking child is. Through her, Mr. Utada has learned secrets he has no business knowing. Now the question is, what to do what those secrets? There are powers in Black Japan that would gladly murder both the Crown Princess and her pre-teen daughter to thwart their plans and they would pay handsomely for what Utada knows. Conversely, by keeping Crown Princess Masako's secrets and aiding her quest, he could earn not only her favor, but that of her daughter as well. Which course will be more profitable?

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MARINE CORPS DETACHMENT IWAKUNI

Iwakuni, Yamaguchi Prefecture

The United States Marine Corps maintains an independent detachment at Iwakuni. The USMC is well aware that something near Okinawa's **Camp Fulgrim** is turning its best men into sociopaths, and the base at Iwakuni is the Corps' attempt to find out exactly what- and why. The Iwakuni detachment is independent of Fulgrim's chain of command, and they are often called in as investigators when a Marine stationed in Japan is involved in a possibly supernatural crime.

The USMC detachment tends towards paranoia and isolationism.

They do not know how the corruption enters Fulgrim's Marines, so they do everything they can to minimize risk. Some precautions are sensible, others paranoid speculation, but all are followed exactingly. For instance: Marines don't drink tap water when deployed to Okinawa, they stay celibate except for properly 'vetted' spouses- usually in the Corps or the Navy, they refrain from physical contact with *skatto* mages and limit conversations with undead to no more than 22 minutes per session.

Iwakuni's Marines deploy as needed throughout Japan. They rarely work with native agencies like **Chrysanthemum Seven** or **Police Section** Seven and have no real knowledge of non-governmental occult factions like the **Ramat Sect**. Instead, Iwakuni's USMC detachment acts independently, and many of Iwakuni's Marines are profoundly mistrustful of sorcery and profoundly ignorant of the true power structures and alliances between Black Japan's occult factions. The practice of arcane magic or *skatto* magic of any sort is grounds for a dishonorable discharge. Cutting edge powered armor and experimental military weapons, backed by superb training and tactics, usually suffices in place of sorcery.

The high tech, heavy firepower approach has worked well. The Iwakuni detachment has made several seek and destroy missions into the **Tottori Exclusion Zone**, and has managed to take out (and forensically examine) several Horrors, a task that's usually impossible without magic. Iwakuni squads only deploy into more populated regions in 2-3 person squads. If denied their preferred heavy firepower and artillery support, these squads prefer stealth and mobility. Iwakuni's Marines excel in stand-up firefights

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and hostage rescue situations. They do remarkably well against *Ironclubs, Oni Warriors* and other minor Oni who can be taken out with pure firepower, and less well against occultists or more subtle threats.

Major Lakisha Washington (LG female human Fighter 14) commands the detachment. She designed most of the protocols her base follows, and has no compunction about reassigning Marines that show the slightest trace of corruption. She knows her superiors assigned her a fight with a ghost and understands the stakes perfectly. She had to personally execute two of her men in 2014, after they became possessed by something they called **"The Shogun"** and she'll never go through that again.

Lieutenant Douglas Stimson (LN male human Fighter 4/Rogue 2) is one of Major Washington's best investigators. He's deployed throughout Southern Japan in search of answers about the Shogun, and unlike his boss, he's somewhat more open to the idea of using arcana in pursuit of the truth. Unknown to Major Washington, Lt. Stimson has learned a handful of occult tricks that have saved his life on more than one occasion. He's also made a tentative contact with the **Eyrines Sisterhood**, an organization that's officially off-limits, and found out a few truths about how Black Japan really works. Lt. Stimson is either going to solve the mystery, die in the attempt or get dishonorably discharged. Either way, his career in Japan is likely to be fairly short and fairly eventful.

IWAKUNI'S MECHA

Major Washington has cleared her Marine Detachment for the use of advanced technology unknown to most members of the Corps. The base maintains more than 30 fully operational **Road Dancer** light infantry mecha for its operators. The USMC has purchased multiple Tetsujin mecha for service as field infantry and support operations around the base. After a thorough examination, Tetsujin are purely scientific, purely 'hard tech'….not so POETICA. There are occult intangibles involved in their construction and sentience that makes Major Washington uneasy, which is disappointing, as they
would have made valuable intelligence assets for the Corps otherwise.

An alliance with the *Freegear* has given Iwakuni's Marines access to Battlechanger firepower and scientific knowledge. Most Marine squads deploy with at least one ***Battlechanger*** ally (use Freegear Rebel or Kiss Friend stat-blocks, as desired) who is only to break their vehicle mode 'cover' if necessary to save the squad's lives or the lives of endangered civilians.

The most senior Battlechanger operating out of Iwakuni is the noble warrior **Caravan** (LG male Battlechanger Paladin 13), who keeps cover as Major Washington's personal Humvee APC. Caravan arrived in Japan following fragmentary data-memories and binary code rumors of one a truly ancient *Tyrakron* demi-god who fell on Earth centuries ago and was buried somewhere in the Japanese archipelago. Comparing notes with Washington, Caravan wonders if the mysterious Shogun she seeks is the same horror he's looking to unearth.

(Caravan is wrong. His quest will likely end in Hakone, at **GILGAMESH's Sight/Deep** fortress, but he has no way of knowing that.)

WHITE SNAKE BAR & GRILL

Iwakuni, Yamaguchi Prefecture

This ramshackle bar is located just a few dozen meters outside the main gate of Marine Corps Detachment Iwakuni, and is popular with service men. As far as the base security forces know, The White Snake is owned by **Harry and Kimiko Norris**, and that Harry is retired USMC who stayed in Japan with his wife after a 20 year hitch. They are the name on the lease, but the minor goddess **Benten** gave them the funds to open, and occasionally tends bar on busy weekends. The name of the place is a clue- "the white snake" is one of her many epithets, one that Major Washington's spies haven't caught on to.

Benten occasionally funnels information to the base Marines- she knows their mission, and neither she nor the Norrises want to see the Black Else claim more Marines. Benten knows their mistrust of the occult would make them suspicious of any information given openly, so she relies upon her network of informants. Benten would like nothing better than to see **The Revered Shogun**- her divine father- destroyed forever. Every time an Okinawan woman is raped by one of the Shogun's catspaws, Benten feels it.

Just like daddy wants…..

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SHIKOKU REGION

THE BOUNTY OF TOKUSHIMA

Tokushima depends on agriculture. Its soil is dark, rich and productive. Farms and orchards produce hundreds of different fruits, vegetables, roots and mushrooms, the most celebrated of which include *Naruto* sweet potatoes, *sudachi* citrus, strawberries and other local delicacies. Produce grown in Tokushima is shipped throughout Black Japan as well as the rest of Asia. Many of Tokushima's fields and orchards are Druid-tended, or attended by acolytes and clerics of natural *kami* and agriculture. Though the Druidic tradition is necessarily rare in the modern world, especially in a hyper-industrialized, first world nation such as Japan, it thrives in Tokushima.

Tokushima's Druids follow surviving *Utari Ainu* traditions and even older Jomon-era folkways, even if they themselves are ethnically Japanese. Often, these druids are the owners of working farms and orchards, and their apprentices begin their mystical training as apprentices and laborers. Neophyte Druids and other naturalistic spellcasters spend grueling years toiling in the fields, orchards or rice paddies, only learning to cast their first spells after working themselves to exhaustion as they bring in the harvest.

Tokushima's elder Druidess (and the country's elder, by default) is *Grandmother Amemasu* (NE female Utari Ainu Druid 17). Grandmother Amemasu was already ancient when the Gempei War came to an end, and speaks longingly of the first hunts she undertook as a child sometime before the ethnic Japanese came to power. She may be one of the oldest humans alive, and her long life has brought her nothing but regret. She speaks, disparagingly, of 'a great purchase' made long ago. She gives no specifics but suggests she traded something of enormous, cosmic value to the feudal warlords that would eventually become the *Amakaze*. She never says what she gained in the bargain, only to spit and say she wishes she could return the price.

If Grandmother Amemasu has a home, noone has ever been able to find it. Instead, she wanders the wild spaces of Tokushima at her leisure, sometimes as a nude, stooped old Ainu woman, her fading tattoos seeming to glow at twilight, other times in animal form. Sometimes she is accompanied by one or more *Amakaze*, incongruous in their finely tailored business suits and very solicitous of the crone.

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AWAJI ISLAND

Off the coast of Tokushima, technically part of Hyogo Prefecture

This forested island is administratively part of Hyogo Prefecture, but culturally and geographically a part of Tokushima. The name of the place means "gate to Awa", the ancient name of the prefecture. Awaiji is rural, and every square meter of the island reeks of the onions that Awaji's chief export. Long time residents don't even notice the sharply sweet, pungent odor any more.

Awaji Island is the base of a monumental bridge linking the Shikoku Region to mainland Honshu. At eight lanes and more than 3 kilometers of riveted steel painted a pristine smoke white, the *Akashi Kaikyo Bridge* is one of the largest and most impressive suspension bridges in the world. As a result of the increased ties to the mainland, Awaji is one of the few rural places in Japan experiencing a population increase rather than the expected slow flight to one of the mega-cities.

The Akashi Kaikyo Bridge was constructed with the full approval of the region's Druids, who enchanted the structure to protect both the ecosystem and the island's inhabitants. Strange vines, unknown to modern botany, climb the steel pylons. The vines burn with a white glow like a welding torch, and steam beneath the sea when one of Japan's all too common earthquakes rock the length of the bridge, protecting and reinforcing the bridge. The Akashi Kaikyo Bridge functions much like a ***Melody Road*** for drivers passing over it, and *Black Cars, Wet Hell Taxi* and similar vehicular demons cannot cross the span.

Mr. Mugi (LN male human Druid 7) is the Druid responsible the Akashi Kaikyo Bridge, and the voice who campaigned the loudest for its construction. The irascible old man tends a pungent onion farm, his land directly in the shadow of the great bridge. At night, he takes heron form and soars the length of the bridge, ever watchful for trouble. Six weeks ago, on the Hyogo end of the bridge, he found the bloody body of a child, ribs severed, heart scalded… an atrocity he easily recognized as a brutally direct attempt to defile the druidic wards placed on the bridge.

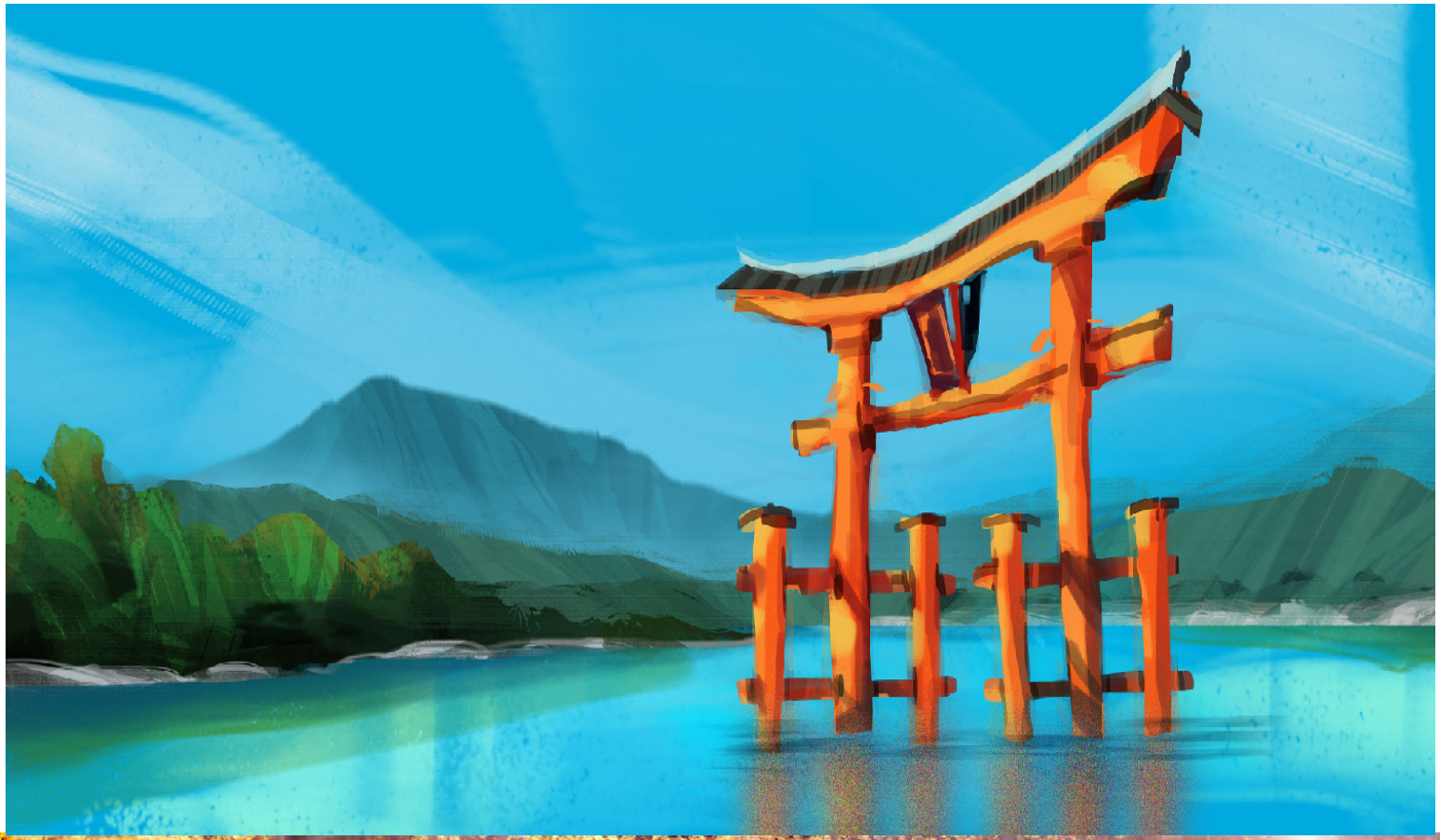
THE NARUTO WHIRLPOOLS

Naruto, Tokushima Prefecture

Famous whirlpools and lethally surprising undertows form several times each day in the choppy waters between Awaji and Shikoku. If you're in a viewing boat or watching from the shoreline, they're thrilling…less so if you're swimming when one of these riptides forms around you.

Game Rule Information: The Naruto Whirlpools

The Naruto Whirlpools form a semi-stable torii to a sea cave within the Tatakama. The sea cave is legendary as the treasure trove of some ancient dragon or forgotten pirate. Beautiful pearls and strange, smooth gems the same color



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as sea water, ancient armor and weapons of elemental water, and similar wonders can be found by those clever enough and brave enough to survive the Naruto Whirlpools.

It requires failing (or voluntarily failing) a DC 15 Swim check for 2d12 consecutive rounds. Each failure pulls the swimmer 5 ft deeper, risking drowning for ordinary humans. Those who fail these consecutive Swim checks, and remain alive find themselves in the Tatakama, somewhere in cold waters within a kilometer of the treasure cave….though finding the treasure cave itself is an obvious challenge, as is finding a way back to the Earth Realm.

Sometimes, swimmers who drown here (even men!) return to existence as "Awakening Goryohime" at the *Hanging Academy*.

ONARUTO WATER TOURS

Onaruto Water Tours grew out of a local fishing business. The captain, *Ryo Otsuka* (N male Tanuki Druid 3) pilots *The Golden Orb* and his younger brother, *Kyu* pilots the *The Golden Leaf.* They take tourists on viewings of the Naruto Whirlpools and on fishing charters. Both Tanuki brothers know paths to the Tatakama, as well as semi-reliable pathways back from the Tatakama for swimmers who departed in search of the treasure cave. They know other, secret ways that allow their boats to cross to the Tatakama safely, but demand an exorbitant fee for passage. They're much, much richer and a lot more clever than the dim-witted, blue collar fishermen they pretend to be.

THE INDIGO HOUSE

Tokushima, Tokushima Prefecture

Centuries ago, one of the town's indigo merchants fell in love with a mermaid from the choppy waters of the *Seto Inland Sea*, at least according to legend. The children of this strange romance were masters of the art of indigo making, sometimes squirting their own ink into the mixing pots to reach a specific hue. These days, just a few of the distant descendants to this strange union still reside in town, and some of them still work in the traditional family business.

The Indigo House is a coastal attraction and a museum to the indigo dying business, as well as a working dye-maker, who produces excellent ink using purely traditional methods. The Indigo House's owner, who inherited the business from her parents and grandparents, is the artistic, somewhat scatter-brained *Chiyo Shingen* (N female Otaku human Illusionist 2, Expert 9), who is way too prone to giving long-winded and incomprehensible lectures on the history of ink production and ancient Japanese printing techniques. Chiyo was born with the powers of a ***Child of the Octopus,*** and she runs a profitable side business producing various Hirosaki-type magic items. A few of her many siblings, about equal to her in both magical power and inky-obsessiveness, also work in the Indigo House.

The Shingen siblings can often be found, in their animal guise, as a cluster of keenly intelligent blue ringed octopi who prefer to lounge in some sea caves off the beach. None of the Shingen siblings ever sleep in human beds, some don't even have human houses. When their day's work is done, they walk down to the beach, shift out of their human shape and bathe in the cold Inland Sea.

THE IKEDA TORII

Ikeda, Tokushima Prefecture

Ikeda is a small, out of the way farming town that hasn't changed all that much in the last 50 years. Remote and obscure even by the standard of rural Japan, finding Ikeda is actually fairly difficult. Those who make the trek find a pleasant, picaresque farming village overlooking the Iya Valley. There is only one reason adventurers ever seek out Ikeda: its famous torii.

IKEDA'S TORII

The term torii is actually a misnomer- Ikeda is home to dozens of torii gates, painted in fading purple on the walls of area farmhouses. When any one of these gates is awakened, by a character born in Tokushima expending a Druidic spell of 2nd level of higher to activate the gate, it opens a temporal rift. One traveler can step through the torii, re-emerging at the same place a randomly determined period in the past. The farther back the traveler goes, the brighter and newer the paint on these farm houses.

Roll 1d4 to determine when the character emerges- it is the same date and same time of day he departed from, of the listed year. A character from the present who steps through any torii in the past returns to their year of origin, emerging at the same date and time of day in their year of origin.

1 – 1913
2 – 1943
3 – 1973
4 – 2013

Tokushima's druids only allow access to these temporal gates when they are convinced the travelers will neither harm the temporal flow, nor harm nature itself by their actions. Local druids have the disturbing habit of conducting non-linear conversations, holding equally non-linear grudges or paying off non-linear debts.

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KAGAWA'S SAMURAI GHOSTS

Tiny Kagawa Prefecture was home to some of the fiercest fighting during the Gempi War of the late 12th Century. Thousands of good men (and a few absolute bastards) on either side died here. Their blood has stained Kagawa.

Haunts are common, and experienced even by the ordinary men and women of the province. Most haunts are relatively minor; spectral visions of ancient swordsmen or spear carrying foot soldiers, a chill in the air, or the coppery scent of blood, or the sound of dying screams echoing in an otherwise empty apartment or office building.

A few however, are more threatening.

GHOSTS OF KAGAWA

Undead are more powerful in Kawaga Prefecture than elsewhere in Japan, imbued with samurai spirit by the region's dark karma.

- All corporeal undead within Kagawa gain Light, Medium and Heavy Armor Proficiency as well as Exotic Weapon Proficiency (katana) as bonus feats while within the prefecture. Even mindless undead gain these bonus feats. Undead who spend at least a year within the prefecture can retain these bonus feats even if they later leave the prefecture.

- All undead within Kagawa gain a set of +1 o-yori armor as well as a +1 katana, which they can call to themselves as a move-equivalent action. If these items are lost or destroyed, the undead can reform it as a move-equivalent action. These magic items rust away to nothingness within seconds of the undead's destruction.

- All non-good undead within Kagawa gain Channel Resistance +2 or improve existing Channel Resistance by +2 for the duration of their stay within Kagawa.

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THE SILENT DOJO

Takamatsu, Kagawa Prefecture

The Silent Dojo is an unusual sword school. The Silent Dojo only opens its doors to undead students, its sword master is an unusually serious minded Goryohime who turned her back on the Ramat Sect. **Kerrigan Hama** (LG female Samurai Goryohime Cavalier 8) rejected the Ramat Sect's organization and authority, but never its mission to protect Japan's mortals from predatory undead. Instead, Kerrigan has trained myriad better-natured undead how to fight.

The Silent Dojo is a traditional, 16 tatami fighting school built within a long-emptied Esso oil storage tank. When the lesson begins, high capacity pumps evacuate all air from the dojo, and Kerrigan teaches her lessons in the utter silence of hard vacuum. Her lessons are open to any undead willing to defend humanity, whatever their species, whatever their curse, whatever their reasons.

As a result of her lessons, Kerrigan is familiar with Black Japan's wildly scattered undead communities. Akaname, Goryohime, Ubume and humans alike all owe her favors. The Hanging Academy has sent her its more problematic students more than once, to learn discipline at the same time they learn the art of *iajitsu.*

THE GRAVEYARD OF CRABS

Takamatsu, Kagawa Prefecture

This costal cemetery holds the honored remains of the fallen warriors of the ***Heike Clan,*** slain during the 12th Century's Gempei War. When an earthquake several years ago struck the prefecture, the coastal shelf beneath the graveyard collapsed. Now the graveyard sits at the bottom of three meters of surging water. Yellow and black hazard fencing seals off the broken cliffside, but there are ways down to the sunken memorials for those who care to look.

The tips of several burial stiles can be seen just beneath the water; a slick carpet of moss covers the old graves. Heavy stone lanterns and half collapsed statues honoring long ago war heroes just barely crest the waterline. *Heiki-Gani* crabs whose shells have been warped by the unquiet spirits so they resemble the snarling faces of dying warriors scuttle between the forgotten memorials.

When the tide rushes in, the cemetery becomes more dangerous. Fallen samurai rise as various breed of ghosts, wights, skeletal champions and other unique undead. An especially fearsome **Gashadokuro** known as the **Land Master of the Heike** lies half buried in the mire of a broken, crab-infested tomb. The Land Master of the Heike rampaged the night that the graveyard collapsed, killing nearly 100 souls, whose deaths were officially blamed on structural collapses and fires.

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Every spring, the **Imperial Household Agency** sends specially trained monks to renew the protective *ofuda* that bind the Land Master of the Heike within his tomb. The day long ritual is not without its risk: all the monks sent on this important mission must have the Imperial Family or Noble cultural templates, in order for the grueling ritual to have even a chance of success. However, the Land Master of the Heike can smell the blood of the descents of the Miyamoto Clan, and the presence of such might provoke the great monster to rampage again. Each mission is a deadly gamble….

Unknown to the Imperial Household Agency, the Amakaze have placed their own agent in fading town overlooking the cemetery. **Dr. Inu Marugame** (LE male Necromancer 17) is the Amakaze's point-man in the Shikoku Region, publicly known as a historian and the author of three definitive works on the Gempei War. His traditional home overlooks the Seto Inland Sea, and not only does Dr. Marugame hold the golden keys that opens the path beneath nearby **Megijima Island**, but he can awaken the Land Master of the Hieke with his spells.

MEGIJMA ISLAND

Within the Seto Inland Sea, Kagawa Province

This desolate, often fog-shrouded island is the gilded prison of the ancient living weapon, **Momotaro**. A legendary adventurer during Japan's feudal period, Momotaro and his animal companions fought evil throughout the southern half of Japan, finally hearing of demonic princes oppressing the common folk at Megijima. Venturing forth to do battle, Momotaro and his war-beasts rowed across to the desolate island, and struck deep into the vast caverns beneath the island.

There, Momotaro fell to demonic temptation, to the lure of a glorious harem of captive girls, taken from throughout Black Japan by the rapacious demon hordes. Momotaro fell out of history, and into myth. For the last millennia, the immortal and unkillable living weapon has lived beneath Megijima Island; he is only deployed by his *oni* masters when the Black Else needs powerful heroes slaughtered to the last man, or else when they need a nation annihilated or an empire ended. The rest of the time, Momotaro plays and fucks in decadent golden caverns beneath the sea.

WITHIN MEJIMA

Megijima is Momotaro's prison, though the dimwitted warrior believes it to be his playground. The entry to the caverns beneath Megijima is a vast bulkhead of hammered gold, that irises open in response to the mystical golden keys held by the Amakaze power broker. Each of Megijima's 108 chambers is so vast the palace would take days to fully explore. Each room is filled with such wealth and decadent luxuries that if all the gold, diamonds and pearls beneath the Seto Inland Sea were brought into the open, the value of every precious stone in the world would plummet to nothingness and the global economy could collapse. Each chamber is secured by a similar hammered gold door. These doors open at Momotaro's bellow, or at the scratchings of his hellhounds.

MOMOTARO'S HAREM

Momotaro's undersea prison-palace is filled with life and the bustle of a noble's court. Momotaro's lusts are legendary and perverse. Each and every one of the 108 chambers is filled with harem-girls, chained to the cathedral ceilings by long, golden chains that bind their bodies and their souls. So bound, all these diverse and beautiful women are content in their imprisonment, joyous in their service, and they beg the massive Momotaro to fuck them to death with his inhuman cock.

The Amakaze culls women from every nation of the world and every province of the Tatakama, choosing girls of every species and type, because they never know what will appeal to Momotaro at any given moment. Occasionally, they've even tempted the fallen hero with unusual delights, such as a kidnapped Akaname otaku, or a beautiful and defiant futanari Kami.

No matter how beautiful the girl, Momotaro rarely keeps a woman longer than 6-8 months. In the millennia of his captivity, millions of women have died at Megijima. The death of so many women have polluted Megijima, turning the place misogynistic and cruel.

- Female characters suffer a -2 morale penalty on all attack rolls, skill checks and saving throws.
- Wounded females suffer ongoing Bleed 1 in addition to the normal effects of attacks within Megijima.
- Characters with any trait or feat with Eyrines in the name are so overcome by the place's evil and must succeed at a WILL Save (base DC 10 + the number of chambers opened) or become *shaken* for as long as they remain within the island prison. *Shaken* upgrades to *fightened* and then to *panicked* if the character continues to explore the complex.

CHAMBERS WITHIN MEGIJMA

The 108 Chambers of Megijima are arranged in six concentric circles of 18 chambers each. Each circle is beneath the one before. The final, and grandest 17 chambers are the personal demesne of Momotaro, with the lowest single (and largest chamber) is a massive bedchamber occupied by Momotaro's champion hell

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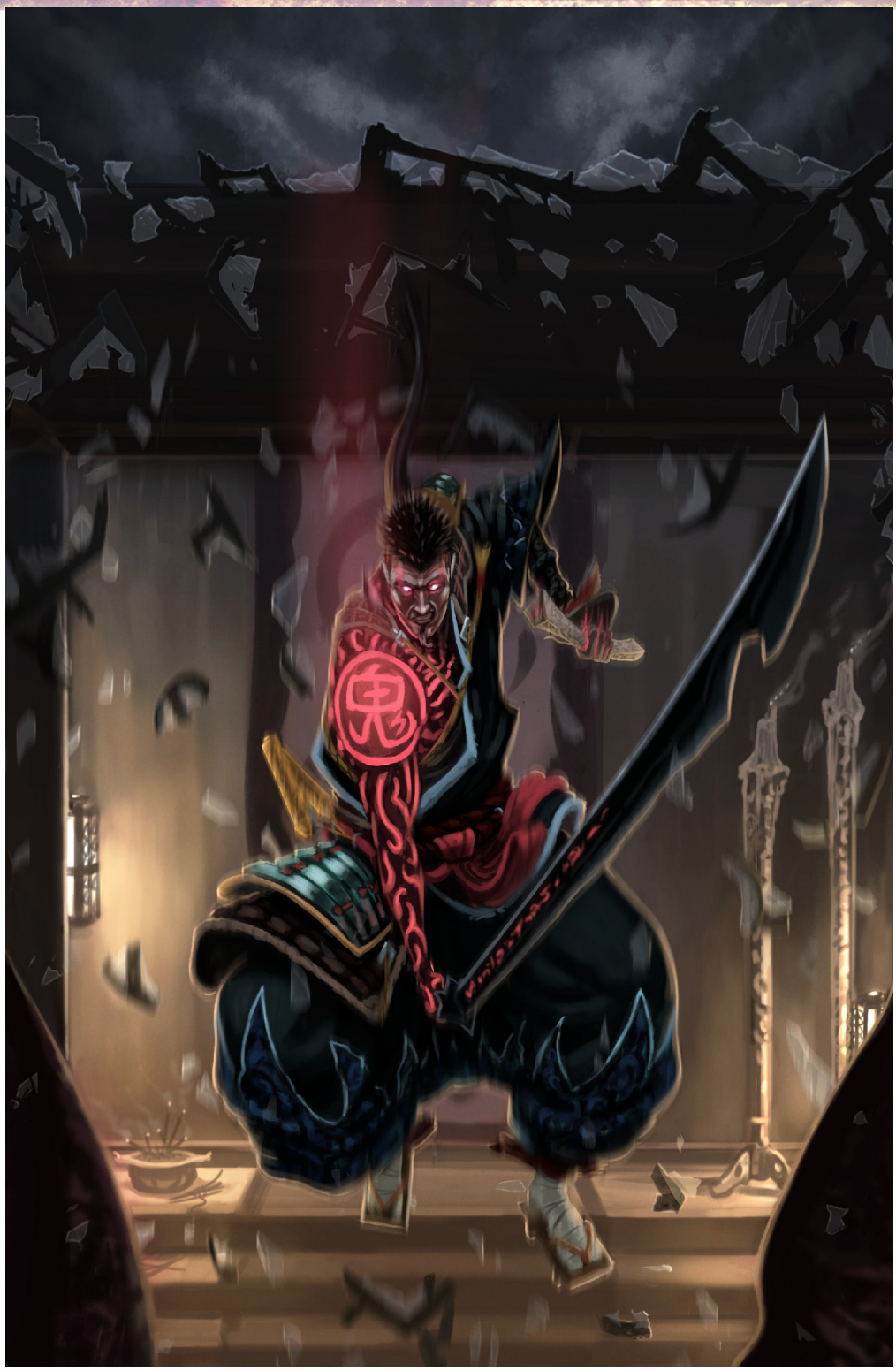
hounds and his favorite concubines of the moment. This final chamber is equal in size to the entirety of the floors above.



Megijima is the signature mega-dungeon of the *Black Tokyo Campaign Setting*. It is an imposible trove of treasures, oni and demon guardians, with a mythic uber-warrior lurking at the lowest point. Just a few of the many chambers within this vast maze of gold and hatred include:

The 1st Chamber is a garrison for the Oni-bred warriors who guard Megijima. This vast, joyless barracks is beautifully appointed, but bare compared to the remaining 107 palaces within, and its few artistic flourishes are unnoticed and unappreciated by the dim creatures who call it home. Vast legions of **Oni Dregs, Oni Warriors** and creatures statistically equivalent to **Rape Pure Fighters, Black Sumo** or **Gaki** patrol the halls and attend to their master's every whim.

The first chamber also serves as a receiving point for captive women brought to the island to serve as concubines. The second and third chambers break the women's wills and annihilate their souls. Momotaro himself rarely ventures this close to the surface.

The 7th Chamber is a place Momotaro visits rarely, and women chained here live the longest. It is a golden shrine to dogs and other loyal companions. The ashes of Momotaro's first and best loved companions are interred here, beneath towering gold leaf statues depicting a dog, a pheasant and a monkey. Smaller golden statues of other animals line the hall, each commemorating one of the fallen warrior's heroic animals. So many sacrifices…. It is no wonder that Momotaro prefers to walk with undying hell hounds these days.

The 19th Chamber is a vast, shadowy space. An obsidian and marble tile mosaic on the floors depicts Mt. Fuji rising majestically over the Black Sea of Trees. Multitudes of nude Goryohime hang dying yet eternally struggling from black silk nooses anchored to the high ceiling. The entire chamber functions as a single, massive **Corpse Gallows** obedient to its master's will.

The 48th Chamber is the palace kitchen. Even here, beautiful girls toil to feed the giant warrior and his harem. The kitchen staff prepares the *kibi dango* millet dumplings that are their lord's favorite, in numbers great enough to feed a small city. Occasionally, the warrior fucks a slave girl to death on the kitchen floor, and her meat seasons the dumplings. The kitchen is run by a surly and acerbic **Azukibabaa Chef** named Reen, who is the one person on

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the island that Momotaro has even grudging respect for.

The 53rd Chamber is a fighting floor built in mockery of a sumo ring. Ancient golden ryo coins buried beneath the sand make footing treacherous, and a perverted Shinto shrine made of gold and silver looms in mockery over the fighting floor. The Amakaze have allowed **Taru Tsuyoi** to enter this chamber (under close supervision) and spar with Momotaro to sharpen both creatures' prowess. The few times they have done so, Momotaro was spurred to such an orgy of rapine violence they had to replace the entire harem.

The 91st Chamber is an armory, where Momotaro stores his arsenal of swords. The blades are vast- some the length of city buses- and too heavy for anyone but the inhumanly strong warrior to lift. The women chained here shiver in terror, because they know it is here Momotaro gives in to his most violent lusts. He cleaves women in half as he fucks their lower halves, laughing as hot blood splatters against steel and gold.

The 108th Chamber is Momotaro's private quarters. The vast cavernous space is far larger than even the expansive architecture should allow, possibly a private demi-plane. The chamber is furnished in traditional tatami mats and soft pillows that smell like woman-sweat. The demonic Momotaro keeps his favorite lust-slaves here. Slaves brought to the final chamber know their last days will be luxurious beyond compare, but their deaths will only be merciful in their swiftness: fucked to death by a hulking goliath, reveling in their screams.

Momotaro has kept a human child named ***Nozomi*** (NG female Human Bard 1) alive and unviolated in the harem all this time. She was a school-child in the 1920s, believed dead in the Great Kanto Earthquake, but taken and offered to Momotaro as a prize. Fate had other plans than the innocent girl's rape-murder, however. In a prior incarnation, she was Momotaro's first love, and somehow both she and the dim-witted beast can sense it. She reads fairy stories to him, trying to calm his rages, keeping the other women alive a few hours or days longer. In all the time of her captivity, her mind and body have not aged, but her soul has. She is inexpblicably wise, wishing she could restore the good in Momotaro. However, Nozomi knows she cannot and has planned his execution; should anyone arrive in the 108 Chambers to challenge him, Nozomi will aid them however she can.

THE BIRTHPLACE OF THE POETICA ANDROID

The New Day Girl Factory is headquartered in Ehime Prefecture, and is the prefecture's largest employer by far. The artificial girl factory's presence has changed the character of the prefecture and its people, and twisted the region's karma.

ADVENTURING IN EHIME PREFECTURE

Ehime has become a place of quiet misogyny, mostly as a result of the New Day Girl Factory's presence.

- Female creatures must succeed at a DC 15 WILL Save at the beginning of each day within the prefecture or suffer a -4 penalty to their Initiative score, and a -2 penalty on Diplomacy and Intimidate checks made against male characters. Once triggered, this penalty remains until the woman spends at least 48 hours outside the prefecture

- POETICA suffer a -2 penalty on saving throws against enchantment effects within the prefecture, as well as Psionic effects from the telepathy discipline.

- Male characters receive a +2 bonus on Perform (sexual) checks and Computer Use checks made within the prefecture.

- If the New Day Girl Factory is destroyed (or its parent company HealthGirl85 is dismantled), Dr. Momonjii permanently slain, all these effects immediately end.

ANDROID BIRTH

POETICA are created through a secret techno-magical engineering process pioneered by **Dr. Jiro Momonjii** during the early 1980s, and perfected about a decade later. The New Day Girl Factory floor in Ehime is the world's largest POETICA production facility in the world, capable of decanting 15,000 POETICA neonates per year at current productivity levels. Other facilities, including Chinese production lines bring total POETICA production up to at least 35,000 per annum.

It takes eighteen weeks from the moment an order for a POETICA is placed online for her to be ready for service. Nine of those weeks are spent in the techno-womb, as the POETICA's body builds itself. The process of fetal development is sped up by a factor of four- nine weeks rather than nine months. The remainder consist of psychological conditioning and rudimentary life-skills training, conducted solely at the Ehime facility and no where else.

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Before establishing his robotics empire, Dr. Momonjii made his living as an expert in abortions. **HealthGirl85**, the corporate parent of the New Day Girl Factory owned all of Dr. Momonjii's current and former clinics throughout Japan. Somehow, he was able to divine a method of salvaging the dispersing energy of what he termed a 'fetal proto-soul matrix' - the spiritual effluvia usually left to **Jizo**- and contain it.

Properly stimulated, this strange energy could be repurposed. These immature human souls are used as the 'basenote' of a POETICA. Magically and electronically stimulated, the soul is trapped in a powerful energy matrix and forced to manifest a corporeal body. At first a single cell, this artificial body undergoes mitosis again and again and again. One cell becomes two, two becomes four, four expands to sixteen and onward, until a human-form android fetus gestates within a pulsing womb of light and data.

At present, POETICA are no longer produced on a one-to-one basis from abandoned fetal soul-stuff. That's considered last gen tech, though Dr. Momonjii and his inner circle of arcano-technologists might still produce a custom built POETICA using this method for a discerning, preferred customer. Instead, enormous collecting antennas, cold riveted steel with a solid selenium core, and lit by green and white warning lights jut into the sky somewhere in every New Day Girl Factory facility. These massive antennae collect soul stuff and empathic shards from across the nation. These empyreal energies feed into arcane batteries beneath the Ehime production floor, which are tapped each and every time a new POETICA is commissioned.

According to internal memos, using 'pooled proto-soul matrix energy' rather than 'singlet energy' produces POETICA with more diverse skills and more interesting, well rounded personalities.

The New Day Girl Factory's corporate offices and main production floor are in Ehime, in the prefecture of the same name. The mega-corp's influence gives it near total control over the city and surrounding suburbs. POETICA are an every day sight in Ehime, most still enslaved to their mega-

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corp parent, dressed in the crisp and iconic green and white uniforms of NDGF sales-staff.

THE NEW DAY GIRL FACTORY

Matsuyama, Ehime Prefecture

The world famous (at least in the magical community) New Day Girl Factory has its main production facility in Matsuyama. This sprawling factory covers several acres and is protected by an electrified cyclone fence and top tier private security force.

Once assembled, the New Day Girl Factory's living toys are brutally conditioned for sexual servitude, and kept in cold, spartan barracks scattered throughout the sprawling campus. There, these artificial women are trained for submission and masochism.

Low-ranking Amakaze agents and especially trusted hired monsters are allowed to visit the Matsuyama facility, to abuse 'the product' as they see fit. More senior Amakaze affiliates are given their pick of more challenging 'dark pleasures' and tend to look down on their junior counterparts and their petty mutilation of young POETICA.

Recently the Matsuyama facility has begun producing a line of Dark POETICA. Prior to completing their training and going on the market, these sadistic androids serve as torturers and executioners as needed, keeping the enslaved artificial girls barracked here in line. The worst of the facility's guards is **Asami Kumo** (NE female ninja Dark POETICA Rogue 12/Assassin 4), a spindly bitch of sharp angles and fetish vinyl, a murderess able to carve through an assault helicopter with nothing more than an ordinary box cutter, the kind you could get from any hardware shop….

ADVENTURING IN THE NEW DAY GIRL FACTORY

The New Day Girl Factory is an ultra high security environment, and "borrowed" many of its security protocols from **Project: GILGAMESH**. The lethal Asami Kumo leads a patrol force of more than 150 **Bunraku-66**

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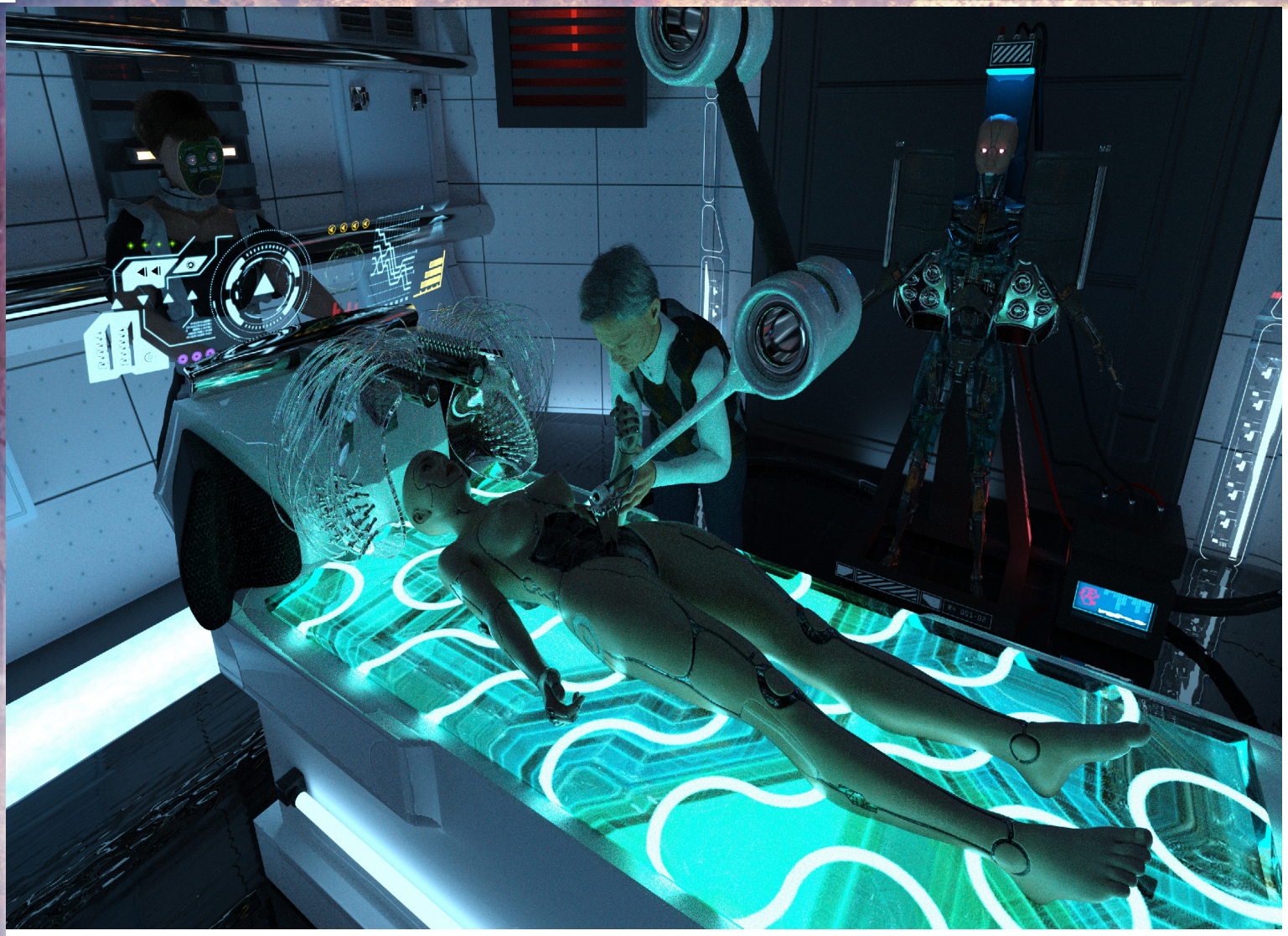

combat androids, as well as a suite of tightly circuit-leashed 'tamed' **Bio-Machine Oozes.** Conventional human troops, who are equipped with bleeding edge firepower and body armor and recruited from elite military units around the world round out the defense network. Physical security and surveillance are similarly top-notch.

There's rumors of what Kumo keeps hidden in that secured hanger on the south end of the sprawling campus. None of the other security staff are allowed to come within 100 meters of the mysterious **Hanger 303,** much less anywhere inside. The corporate betting pool is putting top odds on a **GILGAMESH Avenger**, powered down and in an induced coma and that Kumo is positively salivating at the prospect of a security crisis to break it out.

UTERINE ASSEMBLY

The Uterine Assembly is the NDGF's primary production floor. This vast factory floor is larger than most football stadiums, and is only reached after passing through multiple clean room airlocks, security checkpoints and thorough scans. Employees are humiliatingly searched by both mundane and occult means before entering or leaving Uterine Assembly, to ensure no possibility of contamination or industrial espionage.

Uterine Assembly is a sleek bowl-like depression surrounded by multiple tiers of observation decks and security catwalks. The bowl's gently sloping polymer floor is lit by the watery, wavering light of more than 2,500 techno-wombs. Nude POETICA in various stages of assembly float within. Only a tiny percentage of techno-wombs are 'dark' at any given moment, usually down for cleaning, repair and refit after birthing a new POETICA android. The wombs of Uterine Assembly never rest.

Uterine Assembly is under the strict control over Dr. Momonjii's prodigies- occult technologists renowned for their precision and insight, who have been with the doctor since the beginning. All of Dr. Momonjii's inner circle were previously employed at one of Momonjii's abortion clinics.

Like Momojii himself, these staffers have two aspects. Use the following statistics for their human shapes. If slain or unwillingly transformed at Momonjii's command, they

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function as the listed creature until slain or it can resume its human shape after 24 hours elapse. This functions identically to Momonjii's false form**.**

Dr. Kia Atsugi (NE female human Smart 8/Field Medic 6) is the sole woman among Dr. Momonjii's inner circle, and rumor places the two as lovers. That's wrong. Neither has ever loved anything. She is in charge of guiding the development of sexual organs of gestating POETICA, a relatively low prestige (yet indispensable) position in the assembly process assigned her by Momonjii due to her gender. Her demonic self is an **Aswang.**

Dr. Seto Tsukino (LE male Noble human Expert 10) is a distant, distant relative of Crown Prince Naruhito, who is bitterly envious of the cousin he met once, when he was a boy. Dr. Tsukino is politically active and well connected, and constantly works behind the scenes to thwart the Crown Princess' plans. He opposed to the bulk sale of POETICA to the Assault Witch program and was overruled by Momonjii. His demonic self is an **Amakaze.**

Dr. Junichiro Akishino (NE male Burakumin Acolyte 5/Expert 6) is the oldest member of the staff, a lumbering giant of a man who has worked with Dr. Momonjii in the medical field since the early 1960s. Dr. Akishino walks with a pronounced limp and needs a cane most days, a fact which Momonjii constantly reminds him of. Dr. Momonjii is so soliticious of his comrade's failing health he's reduced his responsibilities from heading Uterine Assembly to merely supervising the neural interlacing at the end stages of gestation. His demonic self is an **Adult Black Dragon.**

CERVIX CHAMBER

The Cervix Chamber is a private techno-womb that only opens at Dr. Momonjii's touch. It overlooks Uterine Assembly, and offers a commanding view of the production floor. The small chamber has curvilinear architecture and disorienting rounded walls that don't quite follow the laws of conventional physics. A single techno-womb much more advanced than any found in Uterine Assembly allows Dr. Momonjii to custom build special-order POETICA to his own exacting standards.

He maintains a similar facility within his home, but prefers to work here.

THE SPIDER'S LAIR

Asami Kumo keeps a modest two bedroom home literally within sight of the front gate of the New Day Girl Factory campus. She's retrofitted the home to be completely soundproofed and plastered over all but one of the windows. The home is a torturer's paradise. If Kumo isn't working, she's here in the rear bedroom, either sharpening her knives or slicing them into android clitoral meat.

USSHISHIMASAMA

NG Demigod (fading deity)
Domains (and associated subdomains):
Community (home), Water
Favored Weapon: Longspear

USSHIMASAMA'S SQUAT

Usshimasama is a minor kami of the toilet, specifically as he is worshipped in the Ehime Prefecture during the old days. This minor kami was once much more powerful, but the arrival of the New Day Girl Corporation in the 1980s brought an end to the few pitiful shrines he still held in the region. The New Day Girl Factory's obsession with clean-room sterility and precise cleanliness broke what little remained of his power.

Today, Usshimasama is a fat, blind kami dressed in ill-fitting samurai armor and carrying a comically large spear; his old power, as an ancient god of the home, is all but spent. He's barely more than a mortal these days- even many young Kami adventurers are more powerful and godly than he. These days, Usshihmasama can be found most often lurking in the small public restroom near an ancient and forgotten shrine that overlooks the New Day Girl Factory in Matsuyama. He'd love to see the factory burnt to the ground, but lacks the courage, connections or power to do so.

Usshimasama still has a little power left, to bless local families he is fond of, who take good care of their bathroom and are scrupulous in their own hygiene. It's said that if asked politely, he can make an unborn child beautiful or handsome. Of course, how well his magic works is as debatable as his vision. Residents of Ehime know to clear their throats politely before squatting over the toilet, to avoid getting the fading god's spear in a tender spot.

THE ARTIFICIAL GIRL MUSEUM

Matsuyama, Ehime Prefecture
This pleasant museum is a masterpiece of modern, corporate architecture and is centrally located in downtown Matsuyama. The floor to ceiling windows are smoked green mirror glass and the frame is gleaming silvery steel. Suited tour guides- exclusively human and exclusively male- lead visitors on a tour of the history of the **New Day Girl Factory** in particular and of artificial girls in general.

Disassembled POETICA prototypes and bamboo Living Toys and Ningyou from as far back as the Meiji Era are displayed in glass coffins, like sleeping princesses. None of the exhibits touch on the truth of what POETICA are or how they are made, painting the Artificial Girls as merely

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Artifical Girls Owner's Coalition Membership			
D12	Family Name	Who Is This Man?	Where Does His Power Come From?
1	Abe	A sentimentalist, who is beginning to wonder if his beloved POETICA "daughter" shouldn't be allowed to go to college and begin her own family	A shipbuilding magnate from Imabari
2	Kaifu	He would have been a pedophile, if not for the three Little Sister POETICA he purchased	A political kingmaker whose whim determines Diet elections
3	Miyazawa	A sorcerer nearly 230 years old, who depends on his POETICA to keep him connected to the world	He is a high ranking Amakaze.
4	Ashida	A manipulator, who neglects his own POETICA in favor of cruel seductions of other members' POETICA	Extensive blackmail files on other Coalition members
5	Yoshida	An experimenter, who has modified is own favorite POETICA and given her unique and horrible powers	A senior monk of the Ramat Sect or another obscure Buddhist sect
6	Konoe	Someone who once spoke in favor of freedom for artificial girls, now corrupted by power, money, sex and fame	A senior Healthgirl85 shareholder
7	Koiso	Dying slowly, and only kept alive by magic and bio-tech, becoming more of a techno-oni with every procedure	One of Japan's most respected physicians
8	Reijiro	The son of a former member, who inherited his fathers POETICA and position, and unsure if he wants either	A current movie star or former boy idol singer
9	Ikeda	A newly rich schemer who dreams of usurping the Presidency and will cheerfully commit any atrocity for membership in the Amakaze	Beloved servant of a powerful *Oni Lord* or *Lady*
10	Ishibashi	One of the Ubume Empress' many cat's paws, inserted in the club to keep an eye on Tokei and Momonjii, unknown (?) to either of them	A cutting edge cybertech engineer
11	Fukuda	Suffered recent financial ruin and will kill himself and his beloved POETICA rather than allow himself to be expelled from the club	A major defense contractor
12	Koizumi	Unknown to the other members, is really a Doujinishi sex fantasy come to life, who might one day win freedom for all POETICA (if he's not found out)	Idle rich playboy with vast inherited wealth

revolutionary magi-tech. Living POETICA are never displayed in the museum, nor are they allowed to speak on their own history or testify to their own humanity.

THE ARTIFICIAL GIRL OWNER'S COALITION

Matsuyama, Ehime Prefecture

This sprawling, Western-style mansion is built in the shadow of Katsuyama Mountain. The mansion was constructed in the early 1920s, by a former noble enamored of French architecture, and is one of the most luxurious homes in Shikoku, often visited by Emperors, politicians and Japan's celebrities. Today, the mansion is the meeting place of the **Artificial Girl Owner's Coalition,** a social club and lobbying body for ultra-wealthy POETICA owners. Invitation to the Artificial Girl Owner's Coalition is by invitation only, and annual membership dues are exorbitant.

The Coalition meets quarterly, in grand balls that all members are expected to attend, while smaller quorums meet regularly to discuss business, socialize with fellow POETICA enthusiasts or simply crow over their latest purchases and upgrades. Coalition meetings are held on the mansion's secured second and third stories. Mystical wards and technomagical locks protect the meeting rooms. Entrants must not only present their own key, but be accompanied by one of their POETICA playthings, whose bio-signature acts as a secondary entry key. Club members traveling without their POETICA are unwelcome, as it's a tenant of Coalition membership that a POETICA 'is the one accessory that goes with everything'.

The mansion's first floor is open to the public until sunset, and for a nominal 500 yen fee, tourists can walk through a beautifully appointed museum of POETICA technology, decorated in fine Continental style. The Coaltion's private museum is easily the equal (and possibly the superior) of the nearby Artificial Girl Museum. And unlike the rival museum, the privately funded collection is far more honest about the origins of the POETICA, and their creation from

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fetal soul fragments. A framed portrait of the species' creator, **Dr. Jiro Momonjii**, gazes sternly from a place of honor near the grand stairs that lead to the off-limits second floor.

GREY FACED MEN

The Artificial Girl Owner's Coalition's bylaws require all prospective members to be unmarried and fully human Japanese men of at least 30 years of age (though younger members are considered junior associates until they reach a more respectable 40 years). Prospective members must submit a detailed financial history prior to consideration, and only the wealthiest and most successful are ever considered for membership. Many members are also members of the Amakaze, though the AGO Coalition is far inferior to the Amakaze in influence and dignity.

Prospective members must also own at least one POETICA who has bonded emotionally to them. A candidate's POETICA is interviewed, just as he is; members are expected to be paternal and sternly disciplinarian, if necessary, but sadism towards POETICA is discouraged. The ideal relationship, according to the AGO Coalition at least, between a human man and his POETICA is a fatherly, highly sexualized one. POETICA are to be both pseudo-daughters and submissive lovers, and as few Coalition members have acknowledged children of their own, the club is an outlet for their paternal urges, however warped.

The mansion is home to the Coalition's President and his POETICA, who is elected by the club's senior membership and serves for life, or until he retires. In addition to his own POETICA, the President is expected to care for the mansion's staff of POETICA maids, servants, attaches and assistants.

Among this number is the raven-haired POETICA **Tokei** (LE Female Mature POETICA Aristocrat 14), who has served as the Coaltion's recording secretary since its inception. Tokei was among the first POETICA unveiled, the product of many of the New Day Girl Factory's earliest ad campaigns, personally created by Dr. Momonjii himself. She was bequeathed to the AGO Coalition as a particularly lavish gift (as well as to provide Momonjii with eyes inside the club). She is often found in Tokyo, attending to club business, and lobbying Diet members. Hers is the voice that keeps POETICA in bondage, and she relishes the duty. When traveling abroad to lobby on Health Girl85's behalf she is often accompanied by **Asami Kumo**.

The members of the Artificial Girls Owner's Coalition are extremely similar, and become more and more alike as they rise in prestige within the Coalition. To quickly generate a random member of the club, roll D12s on the chart below. The President is also randomly generated.

THE MOMONJII ESTATE

Matsuyama, Ehime Prefecture

Dr. Momonjii has lived in a relatively modest five bedroom mansion in Matsuyama since the late 1980s (he also maintains his ancestral home in Hiroshima, as well as other properties throughout Japan and Southeast Asia). The thoroughly modern home is designed in a western style, and maintains possibly the best private wifi network in the prefecture (second only to the factory, of course). Dr. Momonjii often works from home, or entertains international visitors here.

Representatives of several American robotics firms have met privately with Dr. Momonjii, hoping to win a hotly coveted license to produce American-made POETICA for the Western market. So far, no American megacorp has met the doctor's stringent technical specifications and quality control baselines, though quite a few (with the doctor's encouragement) are coming close.

The estate is tended by a small company of servants, many of whom are the spouses of workers at the New Day Girl Factory itself. Dr. Momonjii personally hires and fires every member of his personal staff, and gives preference to those referred by his company's existing workers. Most are fully human, though the gardening and landscaping staff (whose works have appeared in Japanese gardening and nature magazines on several occasions) are POETICA.

Dr. Momonjii chooses these POETICA from the most intelligent, and personal 'newborn' androids produced by the Factory. Such POETICA stay with Dr. Momonjii's gardening staff for a full year. Due to the doctor's advanced age, and generally retiring demeanor, they are not called upon for sexual service, though many do accompany the doctor to dinner or cultural events around town. After their year of service ends, they are placed on the open market. As a result of their being personally 'cultured' by the creator of the species, these POETICA fetch multi-million dollar prices.

ADVENTURING IN THE MOMONJII ESTATE

Dr. Momonjii's tasteful estate has minimal security: high-end but conventional wireless alarm system, a bank of infrared cameras covering the grounds, and occasional private security patrols. The doctor keeps no occult articles or special defenses on the grounds. In many ways, the private home is the place where Dr. Momonjii is most vulnerable, a mistaken assumption he carefully cultivates.

A mere word from Momojii can shunt the entire estate, and all within, into the Black Else.

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THE DOGO ONSEN

Matsuyama, Ehime Prefecture

The Dogo Onsen is famous in Japan as the oldest surviving onsen, and has been celebrated in Japanese literature dating back to the 8th Century. There is little external trace of the onsen's nearly 1,300 years of history, however, as it has been completely renovated by the New Day Girl Factory. The onsen's shell is a modern art masterpiece of gleaming silver pylons and smoked green mirror-glass. Inside, the onsen's heart is a relic of ancient days: aged wood softened by centuries of steam, traditional lanterns hanging over bubbling springs.

The Dogo Onsen is staffed solely by POETICA geisha, all of whom are cultured, decorous and witty in addition to being beautiful. These POETICA are organized along the lines of a traditional geisha house, and like the geisha of old, don't wantonly sell sex to their clients. This all-POETICA geisha troupe is in negotiations through a NGDF subsidiary, to buy out the failing **Kobu Geisha House** in Kyoto's Gion District.

PARADISE ROPPONGI

Ehime, Ehime Prefecture

The Paradise Roppongi is a very expensive, and even more exclusive, bar and restaurant named for the Tokyo nightclub district. Everything is brass and oak, with a chic flavor. Executives from the **New Day Girl Factory** have their dinners and working lunches here regularly. **Dr. Momonjii** dines here often, accompanied by a small clique of his latest POETICA creations. When Dr. Momonjii is dining, the doors are always sealed and locked; no other guest can enter or leave until he chooses to. Those outside (and many of those trapped within) do not realize that Momonjii shunts Paradise Roppongi into a black, oily hell between dimensions, a place that is neither the Earth Realm nor the Black Else, but safe and secure from his many enemies in both realms.

While they are trapped in the non-space with him, Dr. Momonjii is a gracious host to fellow diners, and most merely assume the locked doors are a mundane security (or more likely, anti-paparazzi) measure demanded by a wealthy and somewhat eccentric old man. During his meal, the good doctor often poses for photographs with visiting dignitaries, and might offer stock tips, medical advice or advice on the care and grooming of POETICA over scotch

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at the bar. His androids are similarly charming, especially to visiting foreign tourists- they are especially fascinated by Chinese or American travelers.

THE TOBE DOLL HOUSE

Matsuyama, Ehime Prefecture

The oni noble, **Tobe** (LE male Noble Demon Wing Kami Alchemist 12) practices his ancient craft in Ehime by special permission from Dr. Momonjii. Momonjii has visited Tobe's workshop on several occasions to discuss the finer points of soul-crafting, and to admire the ancient oni's work. Tobe produces Ningyou, an artificial species that is in many ways a precursor to true POETICA. Tobe's work is exacting, and the oni has toiled on individual projects for a decade or more, not awakening his inert Ningyou to life until he is certain he has created a master piece.

As a token of mutual admiration, the two soul-forgers have exchanged masterworks. The Ningyou Tobe created for him tends one of Dr. Momonjii's many castles somewhere in the endless twilight of the Tatakama. By contrast, Tobe keeps his gift close to him. Until the POETICA **Lady Tokei** (LN female POETICA Expert 6) came into his life, Tobe had never picked up the telephone or even touched a computer keyboard. She convinced him to blend a few modern elements into his work, and streamlined his operations quite a bit. These days, the oni noble Tobe is an unexpected presence on Pixiv and a diehard online gaming addict (a hobby he shares with his POETICA secretary), and is trying his hand at assembling his first POETICA in the techno-womb at Dr. Momonjii's home.

THE CHURCH OF ST. THEODORA

Ehime, Ehime Prefecture

Father David Conroe (LG male human Cleric of Gothic Christianity 5) is fairly ecumenical and his shoebox of a brick church serves Ehime's small Protestant population as well as its Catholic congregation. Father Conroe has lived and worked at St. Theodora since the early 2000s, and has long been a thorn in Dr. Momonjii's side. Not really because Momonjii is an abortionist and Conroe is a Roman Catholic priest, but because Conroe has always thought the man was a greedy, arrogant asshole. (Father Conroe is secretly a lot more pro-choice than his superiors would approve of.) Father Conroe also knows that for some reason Momonjii is a lot friendlier with the Nagasakai-based anti-abortion movement than he should be, though for his life he can't figure out ***why.***

A few months ago, after a lot of theological research and opinion writing to his superiors, to doctrinally back up what he knew in his gut, Father Conroe began ministering to the prefecture's swelling POETICA populace. Despite his superiors remaining officially mum on the question of whether the cute androids have actual souls, Father Conroe just assumed they did, and proceeded from there. He's already baptized and offered Holy Communion to several androids, and through intermediaries, has smuggled Bibles, books and other items into the POETICA barracks.

Father Conroe is finding out all too many secrets about the origins and early education of POETICA, information the New Day Girl Factory would kill to keep from leaking out. The only reason the priest is still alive is that Dr. Momonjii is savoring the anticipation of the kill, and wants to arrange something truly diabolical for the priest's demise.

OTOMO ELEMENTARY SCHOOL

Ehime, Ehime Prefecture

School Colors: Dark green and white, with checked green and black skirts for female students

Otomo Elementary is a mid-sized and decently appointed elementary school located in a gentrified neighborhood that is home to many Factory workers and their families. Before the New Day Girl Corporation moved in, it was a fairly ordinary school.

Now, the school is home to both the children of New Day factory workers and other ordinary townsfolk, and the children of mega-corp elites. The elementary school's wealthiest students lord over the poorer kids, and show off their sexy, lingerie clad POETICA android nannies. The school's facility is terrified of *skatto* magic (because the New Day Girl Factory demands clean-room sterility everywhere in the town), and will expel poor kids for even ordinary accidents under the pretext the children are trying to learn *skatto* sorcery. However, for the wealthy few, graduating from Otomo means getting into a good junior high, then a good senior high, than a great college- this is the first stop on a fast railroad to a rich future.

SAIJO HIGH SCHOOL

Saijo, Ehime Prefecture

School Colors: Navy blue and white, with a sea gull crest on the blazer

During the 12th Century, the **Saijo High School** facility was the castle of a local samurai lord, and though the building was massively rebuilt after the war, it still has an impressive moat. Saijo High School sits at the center of a spiderweb of old canals and waterways that date back to the same era as the ancient castle. The water element predominates in the region, and terraced rice paddies and small artificial lakes used as stock tank provide fish to supermarkets across Japan.

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For the most part, Saijo High School is an ordinary high school, attended mostly by mortals. The school has a halfway decent baseball team, an excellent agri-business curriculum and a rather meager music department. However, since the mid 1990s, Saijo High School has had a very small, mostly underfunded and officially *sub rosa* **Occult Studies Department.**

The Saijo Occult Studies Department began at the urging of the school's most recent principal, an immortal man named **Sho Tenu** (LN male human Commoner 8/Druid 3). Circa 1163 CE, Sho was a local fisherman who caught a mermaid in his net and ate her flesh. Over the years he became wise, and lived a succession of different lives, as everything from a poet to an Imperial Naval officer to his current life, that of a high school educator.

Sometime in 1994, Sho convinced the prefectural government of the necessity of providing Ehime's magically gifted children with a place to master their gifts…. And appealed to prefectural pride by pointing out that under the current system, magically gifted kids were often lost to the special schools in Tokyo.

Sho's special classes are held in special classrooms in the school's gymnasium, near the massive, Olympic-sized fresh water pool. Currently, the Occult Studies Department has about two dozen students, ranging in age from kindergardners just learning water magic to high school seniors about to enter the workforce. They are taught together- and many live in near by dormitories built to accommodate live-in occult students from elsewhere in the prefecture. Sho's students are as likely to be water elementalist wizards, sorcerers with an aquatic bloodline, or clerics serving water *kami* as they are to be druids, though the cagey old immortal especially dotes on the later.

ADVENTURING IN SAIJO

Saijo and the surrounding rice paddies have a powerful connection to the water element.

- Spells with the Water descriptor have their numerical effects Maximized, as if by the Maximize Spell feat.
- Creatures with the Water subtype gain Fast Healing 1 (or improve existing Fast Healing by 1) while within the area.
- All creatures receive a +2 circumstance bonus on Swim checks in the town- the high school and junior high swim teams are some of the best in Japan!

SAIJO'S UCHINUKI

The area is riddled with natural springs producing clear, pure water. Many of these springs have been built up into natural fountains called *uchinuki.* Dozens of these attractions are found throughout the town and fields just beyond.

Anyone drinking from an *uchinuki* recovers 1 HP; a character can benefit from a number of drinks per day equal to her CON modifier (minimum one). The water has no magical properties if bottled or removed from the *uchinuki*.

THE SHIMANTO RIVER BASIN, KOCHI PREFECTURE

The Shimanto River is the only completely undammed river in modern Japan, and as such the river's water-kami are incredibly powerful. Potion makers and occultists visit Kochi Prefecture to draw clean, mystically pure water from the river. Creatures of elemental water, as well as a few small dragons, call the Shimanto River Basin home.

A local breed of blue haired, minor **Kami,** all born of the concept of the Water element, guide the prefecture's humans as ecological activists and conservationists. The most internationally known of these is the rather idiosyncratic **Kawa** (CG male Idol Kami Charismatic 5/Personality 3), who only appears in public in a sequined

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luchadore's mask (sea blue of course) and is infamous for his attention-grabbing internet stunts and flash mobs. His pranks are targeted at major utility companies, especially nuclear power plants; Kawa has been beaten by **Binbogami** pawns on several occasions, and he wears the enmity he's earned from the **Amakaze** as a badge of honor.

THE SUNDAY MARKET

Kochi, Kochi Prefecture

Every Sunday, local farmers, fisherfolk and artisans descend on Kochi's civic center to sell their wares in an open air market. In addition to mundane crafts, foodstuffs and antiques, several potent items of natural magical power come on the market.

The most reliable seller is relatively young and inexperienced, but has a web of contacts and a diverse skill set. **Mao Shochu** (probably an alias, CN female Kami Alchemist 1/Druid 1/Wizard 1) is in town every weekend. Mao can usually get any natural potion or plant-based magical item, including the rare minor-artifact level *Kumamoto and Eyrines fruits,* by the next weekend. She deals with Amakaze traders as a near equal despite her low station in life, and playing ***Six Degrees of Mao Shochu*** is a popular pastime in Japan's occult community. She seems to know just about everybody.

TOSA DOG-FIGHTING CENTER

Kochi, Kochi Prefecture

Dog fighting is legal and celebrated in Kochi City, and the *Tosa* dog is an especially combative and courageous local breed. Most of the locals keep fierce, protective fighting dogs as pets and companions- there aren't a lot of B&Es in the prefecture.

The Dog-Fighting Center is a modern stadium with a steel statue of two Tosa dogs, locked in mortal combat dominating the courtyard. The entire area is ringed with specialty pet stores, groomers, private breeders and veterinary clinics. The arena hosts dog fighting events on Friday and Saturdays throughout the summer, and other events, like rock concerts or local football the rest of the year. In the last few years, unlimited fighting bouts starring locally bred **Inumusume** entertain crowds on week nights and are attracting new attention to the local establishment.

SMILODON RISK: CANIS

Smilodon Risk, nominally Japan's second largest breeder of cat-girls, keeps a small and highly specialized facility in Kochi. Canis breeds a variant strain of engineered girls called **Inumusume.** Many of the cute, perky dog-girls exported to America and Australia were born in Kochi. The Canis facility is fairly basic as far as artificial-girl production is concerned. Before Canis was incorporated, the site was a vet's office and short-term kennel. It billed itself as the best 'luxury dog hotel' in all Kochi.

The staff are more artificial girl hobbyists enamored of the thrill of gene-cutting and life-engineering than they are professional slave breakers. Nothing more secure than a basic deadbolt on the back door keep the Inumusume in bondage, and the staff doesn't really mind if their dog-girls stray, so long as they wander back in a few days. Canis' office manager is American ex-pat **Stan Madureria** (N male human Smart 6/Harem Mage 1), who helped **Warren Dunn** found the company. Stan owns 24.5% of Smilodon Risk and is so rich he really doesn't need to work. He still puts in time designing dog-girls, but it's a hobby rather than a real job. Madueria's work is stunningly beautiful but he's usually years behind on any given deadline. He spends most of his times these days playing videogames with his pack of four very sexy canine-girls, so it's amazing he gets as much work done as he does. (Still not fucking much.)

Canis' real leadership comes from **Amara** (NG female Inumusume Smart 1/Combatant 3), who started out as the office mascot and took over most of the administrative responsibilities when Stan Madureria was lost the depths of Playstation addiction. She was the one who started an all dog-girl fighting league, as mixed physical conditioning and confidence building for Inumusume bred here. As far as Amara's concerned, there's nothing wrong with adopting puppy girls, but if any of these masters ever mistreat their dog-girls, they're going to get their arm broken. The feistiness Amara's training gives them have made Kochi-bred Inumusume even more desirable on the international market.

THE BLACK KENNEL

Cruel even by oni standards, **Inu Kuro** (NE male burakumin Ironclub Oni Druid 7) breeds his own aberrant strains of canine in the burnt out remains of a kennel at the edge of Kochi. Inu Kuro specifically breeds **Rape Hounds** for **Taru Tsuyoi**, using the flesh, blood and shattered bones of dogs slain in the Dog-Fighting Center to breed his monstrosities. Considered a runt by the rest of his race, Inu Kuro brags about his tenuous connection to the legendary Tsuyoi to anybody who'll listen. Kuro's staked his local reputation as a 'key man' in the Rape Pure Tournament. He's never been closer than 500 kilometers to Tsuyoi in his miserable life.

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The Kyushu Region and Okinawa

THE YAKUZA OF KYUSHU

Fukuoka, Fukuoka Prefecture

Separated by barely a hundred miles of road and rail from the savage Yakuza wars in Hiroshima, Fukuoka's underworld is thriving and just as dangerous. Fukuoka takes a kind of pride in having more designated Yakuza groups than of all Japan's other prefectures, and the fact that there's more gun crimes here than anywhere else in Japan is a rough badge of honor.

THE ONYX WIND YAKUZA

The most established, oldest Yakuza family in Fukuoka was founded in 1853. The Onyx Wind is well armed, well connected and unbelievably wealthy, and has a frightening reputation in the region. Other Yakuza groups are allowed to operate freely in Fukuoka, so long as they pay big money tribute to Onyx Wind. Nobody ever shorts Onyx Wind of their due, and if they try, they're usually found floating in the muck somewhere e out near the *New Kitayusu Airport.*

Onyx Wind's oyabun was dishonorably discharged from the JSDF, before beginning his rise to criminal power, but not before mastering small unit and urban warfare tactics and picking up a strong streak of ultra-right nationalism. **Nobu Eguchi** (LE male Yakuza human Fighter 13) runs the Onyx Wind along military rather than traditional clan lines, enforcing standards of combat prowess and physical toughness impressive even by Yakuza standards.

NATIONALIST GANGSTERS

The Onyx Wind allows only pure-blooded Japanese into its ranks, unlike other other Yakuza clans, who are often open to Korean-born members. The Onyx Wind makes the occasional exception for supernatural beings, but remains closed to members of Chinese descent. Eguchi's bigotry has attracted a cadre of **Ushi-Oni** who loyally serve the clan and act as Eguchi's personal bodyguards. The clan's nationalist necromancers have also unearthed and control a few platoons worth of **Hell's Conscripts,** who can be thrown away as disposable terror troops.

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Chinese born criminals trying to make a name for themselves in the prefecture die bloody over the course of days. Eguchi loathes the Chinese with an unthinking passion. Since taken power, every time there is an *Akashita Wind* storm in Fukuoka, the Onyx Wind celebrates by murdering a Chinese national. The most junior members of the clan are expected to find a victim and carry out the kill while the *Akashita Wind* howls- they fail, Nobu Eguchi personally murders their favorite woman. *Yobitsume* doesn't cut it as an apology for failing at this task.

The Onyx Wind Yakuza maintain their club's headquarters in a huge *ryokan* (traditional Japanese inn) with the clan's *mon* glowing in purple neon from the roof. Inside, there is a small museum dedicated to the failed Mongol invasion of the 13th Century. Foreigners aren't welcome, and Chinese-born tourists who've taken a wrong turn usually don't leave the lobby alive.

THE ONYX WIND'S GUNS

The Onyx Wind maintains several international supply lines for handguns and SMGs. The most reliable is **Chris Suzuki** (NE male human Warrior 5), half-American, ex-US Army criminal from Hawaii. Eguchi keeps Chris Suzuki as low man on the totem pole because of his foreign birth, but counts on the ex-MP to procure guns stolen from military armories on the West Coast. Suzuki would like to see the clan's bigoted leader dead, and has been selling a few of his guns to rival Yakuza clans in hopes of regime change.

The Onyx Wind's chief armory is kept in a secured, climate controlled storage building in near-by ***Kitayusu.*** The armory is guarded by mid-ranking soldiers at all times. A nearby home with reinforced steel doors and gunsmith's equipment in every room converts the Onyx Wind's illegal guns for full auto. The Onyx Wind has no independent access to enchanted firearms, despite its wealth, and is forced to buy from outsiders. This pisses Eguchi off to no end, and it's his top priority to find an occult gunsmith for the clan.

FUKUOKA TOWER

The Fukuoka Tower is a scalpel like modern-architecture monolith that tops 240 meters. The tallest skyscraper in the prefecture, Fukuoka Tower overlooks a pleasant stretch of beach front. Some of the wealthiest businesses in the prefecture, including several major banks and stock market players are headquartered here.

Accountants and administrators working for the Onyx Wind's many legitimate and semi-legit businesses have their offices here. Vaults and safe deposit boxes riddling the complex store much of the Onyx Wind's wealth, hidden from police investigators by cunning legal stratagems and dummy incorporations.

THE TANOSHII STRAY YAKUZA

The Tanoshii Stray Yakuza are barely an official clan – no heritage worth speaking of, no history before their inception in 2003, a small enough roster the entire gang could fit into a single club back room for sake and karaoke. The only reason the Tanoshii Stray are still alive is that nobody takes them seriously enough to kill en masse.

The Tanoshii Stray are an all Nekomusume clan, a motley collection of runaways and feral Nekos organized into a decently effective gang of thieves and pickpockets by **Felicity Fortune** (CN female Yakuza Nekomusume Expert 2/Rogue 5) after the pink-furred calico watched way too many gangster movies. The Tanoshii Stray are

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Fukuoka's Yakuza					
D6	Descriptor	Totem	Usual Criminal Activity	The Gang's Character	Supernatural Involvement
1	Black/Crimson	Dog/Wolf	Human trafficking and whores	Boisterous but honorable bozokuzu types	Majority Dodoma or Doujinishi membership
2	99 / 108	Horse/Ushi	Weed and soft drugs	Slimy opportunists	Akaname burglars & spies work for the clan
3	Hard/Rough	Tiger/Lion	Meth, cocaine and other hard drugs	Compulsive gamblers, drug users and hard partiers	Trades flesh for protection to powerful oni
4	Money/Silk	Octopus/Shark	Blackmail and protection rackets	Silent, intimidating professionals	Brothers know Phallic Spear combat
5	Cruel/Honorable	Sun/Forest	Auto theft or fencing	Fat old gangsters gone to seed	Powerful roster of undead Skinless Yakuza enforcers
6	Rude/Sweet	Samurai/ Gambler	Gun running or occult trade	Punk kids just starting to earn a reputation	Tanuki or Kitsune members keep the clan from straying too far into evil

headquartered out of a tiny 'happenings bar' brothel that's on the tax records as a nightclub. Prostitution still brings in more money as boosting does, but as a matter of pride, the Tanoshii Stray are trying to transition all their sisters out of the sex business.

For individual members of the gang, use either the ***Feral Neko*** statblock for ordinary thugs, or the ***Smilodon Risk Cat-Girl*** statblock for tougher members. Most Tanoshii Stray have chaotic or evil alignments, and some have the Yakuza cultural template as well, but not all of the gang by any means.

The Onyx Wind sends its men into the brothel to tax the feline Yakuza clan for sex and protection, not realizing that sometimes their bragging points out a juicy B&E target for the Neko rogues. Tanoshii Stray is allowed to fly its cat-paw *mon* over the entrance of their headquarters, and to carry blades, though the catgirls are forbidden guns according to the Onyx Wind. Despite the ban, a few Tanoshii sisters have started secretly carrying their own guns, and making increasingly bold forays into the Wind's turf. And like the first Yakuza, the Tanoshii Stray protect their own people – nobody messes with Nekos walking alone late at night within four or five blocks of headquarters.

While the Onyx Wind has nothing but scorn for the clan, other factions are at least willing to keep an open mind. The Eyrines Sisterhood is waiting to see what the Tanoshii Stray becomes. More importantly to the local gangsters, though, is the fact *Old Zatowichi* allows the cat-girls to drink at **German Bar**, marking them as true Yakuza, tradition be damned. (***Mie and Mau*** haven't heard of the gang yet, but as soon as they do, they're going to want to get inked in.)

OTHER YAKUZA CLANS

If you need to rapidly sketch out some minor Yakuza clan for the players to take on during a visit to Fukuoka (or any other crime-ridden sector of Black Japan), roll 5D6 and see what kind of rogue's gallery emerges. The gamemaster can change the phrasing of the descriptor + totem columns as desired to come up with a vaguely intimidating "engrish-flavored" clan name.

NAKASU DISTRICT

Fukuoka, Fukuoka Prefecture

For as remote a prefecture as Fukuoka is, the presence of so many Yakuza clans have given the prefecture's capitol city a thriving nightlife. The Nakasu District is an overcrowded warren of cheap bars, equally cheap restaurants, ramen stalls, hostess clubs and barely concealed bordellos pinched between two polluted rivers. Nakasu District is a good place for foreigners to get beaten up or robbed, drive-bys and running gunfights in the streets are weekly events. The local tourist board claims there are more than 3,500 businesses here anxious to take your money, and they don't know about the various whore houses and off-the-books casinos.

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Bar Orgasm is a particularly unpleasant bar popular with local Yakuza coming down from a weeklong meth bender. The proprietor doesn't look it, but he's half-oni. His shithole bar is the southernmost destination on the ***Demon's Night Out pub crawl***, with a semi-stable *torii* to Kyoto in the women's bathroom.

Tight Tight Kapuseru is a ten story capsule hotel overlooking Nakasu District, popular with poor travelers and down on their luck gangsters sleeping it off. The capsule hotel also rents out badly maintained, last-gen POETICA prostitutes owned by one of the Yakuza clans. The sex isn't very satisfying nor acrobatic, owing to the cramped quarters, but is pretty cheap.

Jun's Yatai is a popular ramen stand among the working class, usually the last stop on a long pub crawl. Jun makes decent food, but is better known as the guy who can get you any dope you need or maybe a gun. There's a local rumor that he's got half a kilo each worth of weed, crank and cocaine at any given time, hidden in one of the many cabinets of his little food stand.

German Bar is a roof top beer garden run by an old Yakuza who lost his eyes after surviving a gunshot to the face. Everybody just calls him *Zatowichi*, and he doesn't answer to anything else these days. The German Bar's a quiet joint, neutral ground for the various Yakuza clans, with gambling and good beer on tap. Only fellow gangsters are welcome. Zatowhichi can feel the raised ink of Yakuza irezumi and can describe the tattoos, even down to subtle shades of color, with perfect accuracy.

CANAL CITY

Fukuoka, Fukuoka Prefecture

Canal City is a gleaming, aerodynamic and futuristic-looking shopping mall just across the river from the Nakasu District. It's family friendly and pristine where Nakasu is anything but. Over 400 stores, including anime character goods stores, restaurants, two movie theaters and various tourist shops fill Canal City. Imagine a Hollywood starship come in for a soft landing, and filled with lots and lots and lots of *stuff* to buy.

Canal City rises four stories above ground, and has two goliath underground levels with even more shopping opportunities and neon-lit parking facilities that seem big enough to park half the cars in Japan. The Canal City complex is powered by a private fusion reactor built using *Battlechanger* technology. Though protected behind glass-steel bulkheads and the well-armed local cops, visitors to the mall can tour the reactor, which is a source of considerable local pride.

THE CANAL CITY PRECINCT

The Fukuoka prefectural police have a fast-response substation in the mall, with a sex crimes and human trafficking unit that's a regular sight across the river. Cops working out of Canal City tend to be better armed and equipped than the norm for Japan, and the danger of the

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Fukuoka beat means that more than a small minority are full or partially reconstructed cyborgs. The local brass are using the Canal City Precinct as a live-fire test bed for advanced police weapons and tactics: they figure they can't do much to make Nakazu District any worse.

The station is commanded by **Lt. Lena Chang** (CG female Light Cyborg Barbarian 7), who was placed in an advanced, prosthetic body after a fire that nobody believes was accidental destroyed her parent's ramen stand. Her family died in the blaze and she was crippled, and as an adult Lt. Chang wants her revenge on whatever Onyx Wind bastard held the match. Chang has no tolerance for local Yakuza and has a "shoot first never ask questions" policy concerning use of force by her troops. As long as it's a bad guy dead on the ground and not a fellow cop or civilian, Lt. Chang will smooth things over with the chain of command.

The Canal City cops like their guns way too much, and have access to hardware that no sane police force would ever deploy in a crowded city. For instance, the four most senior traffic control officers patrol with **Road Dancer mech-cycles.** LT. Chang patrols her beat in a Mini Cooper-sized one pilot tank with a huge rail-gun turret she's affectionately named Confucius. **Confucius** (CG Battlechanger Warrior 3) is a well-armed Battlechanger soldier built in ***Toyota,*** who vastly prefers his fast attack-mode to his rather slow and stumpy robot form.

Confucious isn't the only Battlechanger on the squad roster. A few neighborhood *koban* can assume a robotic combat form if there's a major case in the neighborhood. These **Fortress Warriors** (N or NG Battlechanger Warriors 2) tend to be big and imposing, but none too bright and like their human partners, tend to be a bit trigger happy.

THE LIFE OF FOXES: SAGA PREFECTURE

Saga Prefecture, and its eponymous capital city, Saga, are home to the majority of Kitsune remaining in Black Japan. They have homes and businesses here, and the greatest heroes and worst, most rapacious scum-fucks of the race make their lives in this remote far southern prefecture, far from the bustle of Tokyo.

KUZONOHA MUSIC

Imari City,Saga Prefecture

Kuzonoha MUSIC is a popular record label based out of a gleaming golden office tower in Saga Prefecture. Abstract, angular titanium-steel fox statues flank the smoked glass front entrances, and though these foxes are depicted in ultra-modern style, they are still adorned with the traditional vermillion bib of an Inari statue. When the wind whistles through the steel, the metallic foxes seem to sing.

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Kuzonoha MUSIC is known for its stable of beautiful, young idol singers. Vivacious girls with beautiful voices from all over Japan come to Saga in pursuit of dreams of pop-cultural stardom. The two-tailed, twenty-something **Inoue** (NG female Idol Kitsune Bard 8) is the most celebrated of the company's perky idols. She sings and dances for sold out crowds in arenas all across Black Japan, and incorporates beautiful fox-magic into her stage show. Mortal audiences never forget the wonders Inoue shows them, even if they rationalize them away as holograms and stage trickery. Inoue has mastered shapeshifting secrets that other, older Kitsune never have; she shapechanges openly, shifting from beautiful girl to sleek fox and back again during her concerts.

Inoue has a lavish home in Kashima, just a few blocks away from ***Inari's Armory***. Nobody who knows her thinks that's just a coincidence. Inoue travels often, and is welcome throughout Black Japan (and she even does a week-long concert series in the Tatakama each year, during the height of winter), making her an ideal spy. She attends ***Nagasaki's Hidden Cathedral*** (in semi-secret) and unlike most Kitsune, is a devout Catholic, though still feels warmth towards Inari and her heroic goals. The Japanese press knows her religious affiliation, but so far, Inoue's managers and handlers have managed to convince the paparazzi that there's no story there. That could change, if she manages to seriously annoy any of Black Japan's true masters….

MUSIC'S OTHER IDOLS

Kuzonoha Music manages many other idol singers, all of them Kitsune, and all of them dreaming of one day being as famous as Inoue. Younger idols often have small private apartments in the MUSIC tower, while more established idols usually make their homes throughout the Prefecture.

9TALE

9Tale is a colorful junior idol group composed of a rotating roster of nine teen or pre-teen young Kitsune, all of whom only have a single tail. 9Tale sings cheerful songs about friendship, growing up and the challenges of young adulthood. 9Tale's rotating membership has to endure a one-sided and cruel PR battle with agents of the ***Ten Ryo Amakaze.*** Jisei Shinkosha spends millions annually to dig up dirt on 9Tail members and ruin them over the smallest indiscretion.

Members of 9Tale graduate from the group at 15, or if they gain a second tail for acts of courage or wisdom. Many ex-members go on to adult idol careers elsewhere within MUSIC.

MESSENGERZ

MessengerZ consists of a quartet of handsome, college aged male Kitsune who perform in matching red silk shirts. After Inoue, MessengerZ is MUSIC's most popular act. The boys of MessengerZ are knowledgeable about Japan's occult secrets, and each song they release is layered with dozens of occult allusions, often in complex, poetic and metaphorical ways. Listening to a MessengerZ CD and spending a few hours (or days) arguing about the meaning online with other supernatural beings is a good way to get up to date on rumors in the magical community.

The break out star of MessengerZ, **Will Katsuki** (CN male Idol Kitsune Bard 4) has already gained his third tail, and has mastered a variety of foxy tricks. He's learned a lot about the true nature of Japanese occult society from his string of lovers. Though he's handsome in the extreme, other supernatural beings know not to take him to bed, unless they want to hear a new single about their deepest secrets in constant rotation three months later.

RIKKI TAVERN

Imari City, Saga Prefecture

This Kitsune-run bar and grill is practically in the shadow of the MUSIC tower. The fare is pizza and bar food, with some of the best *inari-zushi* and fried tofu in the city, as is to be expected from a place catering to Kitsune. The Rikki Tavern is a popular dinner spot for MUSIC executives, and doing well at the weekly open mic nights is a good way for a prospective idol singer to attract some very positive attention.

INARI'S ARMORY

Kashima, Saga Prefecture

A hidden cache of enchanted items and mystical weapons are concealed near the famous **Yutoku Inari Shrine**. The storehouse is watched over by two dedicated men of faith, a Catholic priest of the ***Hidden Cathedral*** and a ***Ramat Sect*** demonologist, and is available to all heroes in time of great need. Inari's Armory has aided Chrysanthemum Seven many times in the past, as well as other heroes both official and unofficial.

To outside observers, Inari's Armory is merely a small food stand a few hundred yards from the temple's entrance gate. The food is mediocre at best- neither of the Armory's keepers are excellent chefs, and most of the fried tofu and *Inari-Zushi* sold is used as an offering at the shrine just up the road rather than eaten. The fantastic weapons are concealed in a camouflaged alcove hidden beneath one of the small restaurant's refrigerators. Kitsune and other shapechangers frequent the shop in both human and animal guises (to steal scraps).

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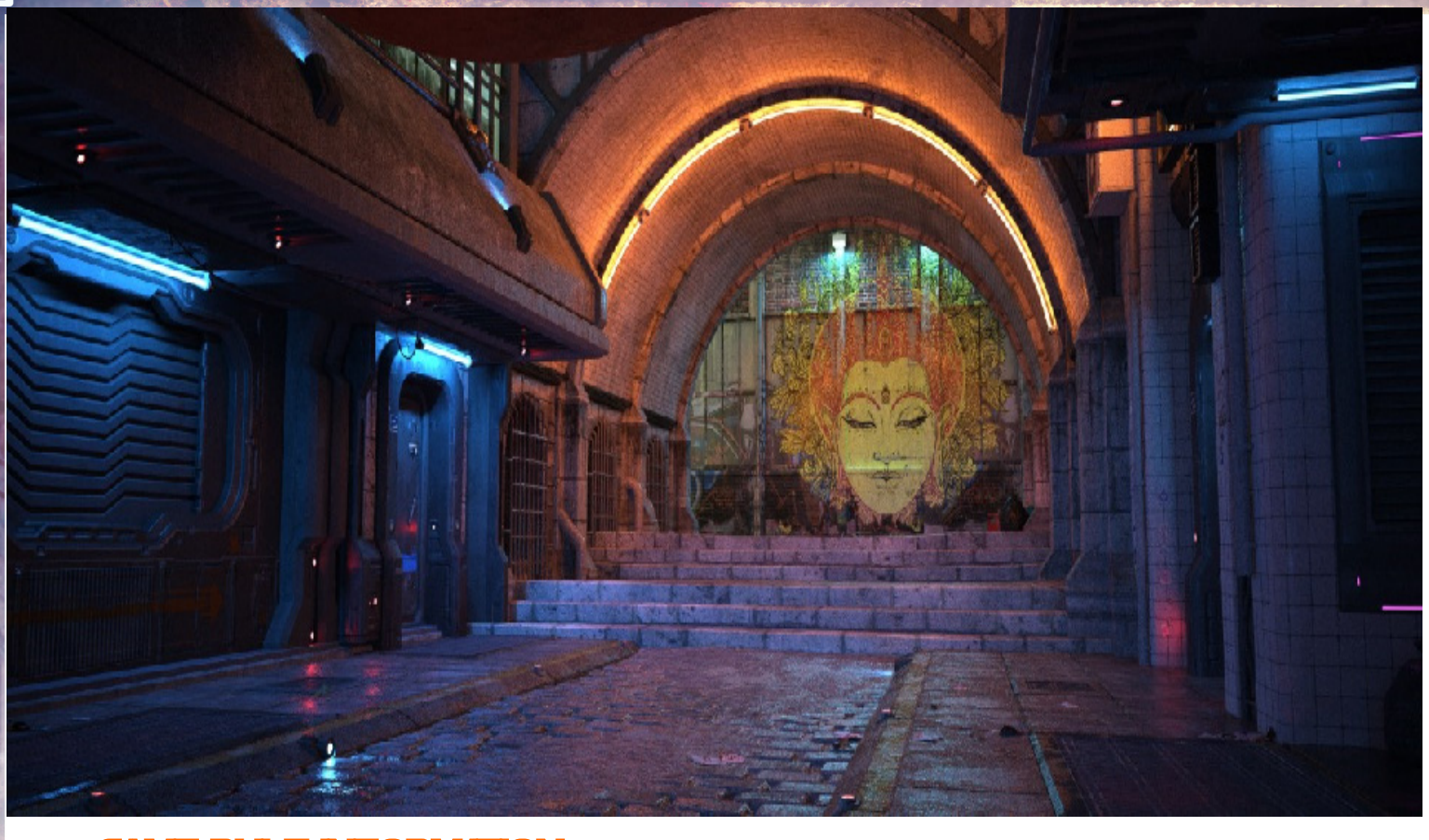

GAME RULE INFORMATION: INARI'S ARMORY

Even if the food stand isn't open for business, banging loudly on the door will eventually bring one or both of the Armory's resident holy men. As their forebears have for centuries, they will arm any good-aligned heroes in need. Weapons, armor and other items borrowed are expected to be returned to the Armory if possible.

The clergymen use *detect good* to determine those they help. They will never willingly aid known associates of the Yakuza, the Amakaze or Inari-Kiiroi.

After that's established it requires a DC 15 Diplomacy check to gain the Armory's assistance; characters with either Inari or any Christian patron deity/philosophy gain a +2 bonus on this check. If previous bequests weren't returned, were allowed to fall into evil hands, or were used in a way that put ordinary mortals at risk, the Diplomacy Check DC is 25 instead.

The characters gain any two of the following items from the Armory, plus an additional item for every five points by which they beat the check DC by.

- 3d6 potions of *cure light wounds* (not expected to be returned)
- 1d6 potions of *cure critical wounds* (not expected to be returned)
- 1d4 bottles of *Wine of Closing Arguments* (not expected to be returned)
- 1d6 potions of *Fox's Cunning* (expected to be returned, if unused)
- 1 scroll of *raise dead* (expected to be returned, if unused)
- +1 katana or +1 naginata or +1 tanto
- +1 school uniform or +1 light ballistic vest
- +1 shortbow of infinite ammunition
- Eyrines Colt and 1d4 spare clips
- Ballistic Exorcist

NABESHIMA DISTRICT

Kashima, Saga Prefecture

The area around the **Yotoku Inari Shrine** is a blue-collar, working class neighborhood. Nabeshima District is home to a large population of foreigners and immigrant laborers, with a small China town and Korean section, as well as a few bars and stores popular with American ex-pats. Every entry point into the district is marked by vermillion torii, the same shade and style as the ceremonial gates that lead towards the temple itself. Even the streets and highways into and out of the neighborhood are straddled by weatherproof steel torii painted the same shade as the more traditional wooden gates on the sidewalks and pedestrian paths.

The local Kitsune consider the entire neighborhood to be an extension of the sacred shrine, and protect its human inhabitants fiercely. Kitsune from the Tatakama can step

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into the Earth Realm through any of the many fox-torii bracketing the neighborhood. They can and do leap out of nothingness in fox form to protect an imperiled neighbor. Most Tatakama-born Kitsune never take human form while on this side of the dimensional gulf, sticking to alleys and eating delicious Earth Realm restaurant trash out of the dumpsters.

VULPES VELOCITY

Vulpes Velocity is a high-end motorcycle shop popular enough to attract riders from throughout Japan and to sell to world class street racers, millionaire idols with a taste for speed, rappers and celebrities. The owner is a young Kitsune with a head for engines named **Koi Kuniyoshi** (CN female Kitsune Rogue 4). Koi has occult connections and can work with local mages to produce custom street bikes and mopeds enchanted with foxy magic, favoring powers of disguise, illusion, speed and teleportation. Lately she's been serving as a middleman, bringing together Kitsune adventurers with Battlechanger partners who have bike or moped alt-modes. She's got some friends on Saga's Kiss Teams, speaks Tech-FG like a native, and get her paws on some juicy gossip or military grade vehicle-tech. Nothing comes cheap though, and you better pay Koi a little extra to keep silent about whatever she built on your behalf.

KITSUNE'S WEDDING

This famous local bar is popular among the adventuring set, and is a raucous, cheerful and often frankly erotic place- a top notch hook-up spot. The bar occupies the ground floor of a love hotel, and it's not too uncommon for bar patrons to spend a few hours flirting and making out before venturing upstairs with their lover for the night.

On most nights, the crowd is almost entirely Kitsune. Normal humans aren't exactly unwelcome, but they can sense something is amiss even if they can't quite articulate what, and most stay away because of the weird vibe. Love affairs sparked the Kitsune's Wedding tend to be brief but intense and usually complicated.

Kitsune's Wedding is owned by the infamous Kitsune AV starlet and pro-sex activist, **Viva Tamamo** (CN female idol Kitsune Charismatic 7). The love hotel upstairs (which she also owns) is run by her three husbands: all handsome Kitsune men who are the considered some of the most desirable Kitsune mates in the prefecture. Viva Tamamo has one tail for each of her husbands, and she doesn't mind if they play with cute bar patrons, if they come to sleep in her bed when the night finally ends.

DAKINITEN LEGAL ASSISTANCE

Saga, Saga Prefecture

This small but internationally known law firm is one of the foremost critics of Japan's death penalty, and an even harsher critic of distant America's much more active Death Rows. Every lawyer employed at Dakiniten, whether a veteran senior partner or an unpaid intern working here between semesters, works tirelessly to prove the innocence of those condemned to die. Dakiniten works closely with the American *Innocence Project, Amnesty International* and other activist groups around the world- its lawyers and investigators are dispatched to China or America almost as often as they work a Japanese case.

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Dakiniten Legal Assistance works out of comfortable but unspectacular rented offices in downtown Saga. Two white marble fox statues with ceremonial vermillion scarves around their neck flank the smoked glass entryway, as if the law firm were in reality a traditional temple to Inari. That analogy is closer than any would suspect.

Dakiniten was founded (under a slightly different name) in the early 1800s by **Mekio Nogitsune** (CG female Kitsune Aristocrat 11/Investigator 5)**,** a slender and sharp-witted white-furred Kitsune maiden, and earned a reputation as a thorn in the magistrates' side, and a needed check on police and Imperial power. Sepia toned photographs from that era show a white haired woman who looks very much like the firm's current senior partner, standing in front of an office with two very similar fox statues.

Over the years, Mekio has discovered that many (though by no means all) of her clients, especially ones condemned to death on the strength of coerced confessions or other spurious evidence, had crossed a member of a few prominent Japanese families. When she began activist work in America, she discovered that if she followed the money behind a particular conviction far enough, she usually returned to one of those same Japanese clans. Though she does not know its name, Meiko Nogitsune has uncovered proof of the **Amakaze's** existence, and has a better working knowledge of its structure than anyone else alive.

John Naruto (CG Male Kitsune Smart 3/Investigator 5) is Dakiniten Legal Assistance's chief investigator, and serves as an ambassador from the foxes to Black Japan's wider mystical community. He's forged powerful alliances with other forces for good, and his greatest alliance will be sealed by his marriage, to a Goryohime warrior he loves above all else. Their wedding is planned for the spring, when the cherry blossoms bloom, will mark the first time a Goryohime has received the very human ritual of marriage. ….assuming the elders of **The Ramat Sect** allow her to take vows beyond those she has already sworn.

DAKINITEN LEGAL ASSISTANCE IN THE CAMPAIGN

Dakiniten makes a great backer for investigatory PCs who have no desire to work with the Japanese authorities, prefer autonomy, and favor humbling the cops to working for them. Ms. Nogitsune recruits promising young lawyers fresh out of college, skillful hackers still in upper secondary school, trained private investigators and ex-cops alike, (not to mention the occasional soldier to protect the above on a particularly nasty case). There is likely something she, or her law firm, needs from every player character in the group.

Missions are likely to be a desperate race against the clock. Prove a condemned man or woman innocent in the last days before their neck snaps by hanging in a prefectural prison- against everything the Amakaze and their police minions can bring to bear.

Most of Dakiniten's interns and mid-level attorneys are Kitsune. Some may be recent immigrants from the Tatakama's twilight, but many are from fox-families that have lived in mortal Japan for centuries. These clever, cunning investigators know Japan like the backs of their paws- its laws, its court system, and its secrets. Dakiniten's Kitsune investigators are fond of spying on those involved in a case- prosecutors, witnesses, police officers, even the family of the condemned- in fox form, and more than once case has hinged on the information these yipping spies has uncovered.

SAGA FOX CLINIC

Saga, Saga Prefecture

This homeopathic clinic has stood in about the same place for the last 150 years, though it moved across the street during the post-war reconstruction. The Saga Fox Clinic is marked by a pink neon sign of a fox with an animated, swishing tail glowing in a front window. The Saga Fox Clinic offers acupuncture, massage and Chinese medicine to mortals and Kitsune alike, often at a pittance for locals down on their luck. The Saga Fox Clinic also offers quality medical care to local Kitsune, who often find modern hospitals a bit uncomfortable…especially because it's hard to hide a fox tail in a hospital gown.

A truly ancient, four tailed Kitsune named **Suseri** (LG female heimin Kitsune Alchemist 14) owns the Saga Fox Clinic. She specializes in Chinese medicine and practices the Dao, having spent centuries of her long life exploring China. Suseri can provide potions (in the form of traditional herbal tinctures) and the occasional magic item, though anything beyond basic curatives she will only trade to fellow Kitsune.

NAGASAKI'S CHRISTIANS

When Catholic missionaries first came to Japan in the 16th century, they carried a great secret with them. Their mission in Nihon was not merely conversion, nor simple trade- it was a war against Hell itself. Visions of the Black Else had plagued Catholic monks for centuries, driving many mad, but strengthening the strongest. When the first ships left for the east, they were crewed by the haggard survivors, who had only the vaguest notion of the demons that awaited them in the Far East. For years, the young Christian community at Nagasaki fought along side traditional Buddhist and Shinto exorcists to bring light to the darkness.

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When the winds of politics shifted, Japan's fledgling Christian community was isolated, and then was hunted. Dozens of believers were crucified on a hill overlooking Nagasaki, and the survivors were driven underground. Despite being cut off from the Papacy, Nagasaki's Christians held fast to their beliefs, though those beliefs became garbled and misinterpreted as the years rolled on. However, the **Kakure Kirishitan** *(Hidden Christian)* sect never forgot its mission. These driven, black garbed, gothic crusaders have fought supernatural evil, and as Nagasaki rebuilt after the devastation of World War II, the Hidden Cathedral stepped from the shadows.

Unfortunately, while the majority of Nagasaki's Christian believers are good at heart, and the adventuring minority can reach extremes of heroism and honor that would impress any samurai, a shadow of evil is growing within the community. The demonic **Ubume Empress** manipulates and preys on Nagasaki's Christians, using a dark familiarity with the faith that she gained during her half-forgotten mortal incarnation. At the Ubume Empress' urging, Nagasaki has become a hotbed of anti-abortion hatred…another lesson the Empress learned during her prior mortal existence.

KAKURE KIRISHITANS

The Gothic Christian demonologists and exorcists of today are the descendents (both by blood and in spirit) of the *kakure kirishitans* of the 16th through mid 19th centuries. Cut off from both the official doctrine of Rome and support from its priests, these hidden Christians practiced their faith in secret. Icons of Kannon stood in for images of the Virgin Mary and strange crosses that featured a meditative, Buddha-like figure rather than the typical agonized, cruciform Christ. Over time, the practitioners of this illegal, hidden faith lost the meaning of the Christian prayers and rituals, and their faith became a mystical ancestor cult, venerating martyred believers and saints.

The Gothic Christian faith is a unique, often iconoclastic sect of Roman Catholicism. This resolutely good faith is bound by tradition and doctrine, and its believers follow a

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Gothic Christianity				
Deity	Alignment	Domains (associated sub-domains)	Favored Weapon	Portfolio
Gothic Christianity	LG Greater God/ Philosophy	Glory (Heroism), Good (archon), Healing (both), Knowledge (memory), Nobility (martyr), Protection (purity)	Long Sword	Protection of children and the innocent, Japan & Nagasaki's large Christian community, angelic protection against demonic evil
The Virgin Mary	NG Greater Goddess	Charm (love), Community (both), Good (agathion), Healing (resurrection), Magic (divine)	None *	Intercessor between Christ and mankind, protection of women, mothers and children, redemption of the Ubume race

rigid code of honor. The most committed are called by God, spoken to in visions, and called to fight demonic evil.

Characters who follow the Christian God, as worshipped by the black-garbed stoics of the Hidden Cathedral often choose Gothic Christianity as a patron deity/philosophy.

THE VIRGIN MARY

Other Gothic Christians might venerate Mary, Mother of God above all other gods. The emphasis of Mary as a major mythological figure is one of the defining elements of Catholicism rather than Protestant Christianity, especially as portrayed in horror anime. The Virgin Mary is a benevolent, warm intercessor for mankind, endlessly merciful, and in many ways a pseudo-goddess figure in an otherwise patriarchal and monotheistic faith. The Hidden Cathedral has merged aspects of the traditional worship of Kannon with their veneration of Mary, and their unique syncretism allows female priests. Though a distinct minority even in the Hidden Church's strange faith, many girl priests dedicate their lives to serving Mary.

As a patron of motherhood as a sacramental act, the Virgin Mary's worshippers are especially compassionate towards Ubume. In contrast to the Hidden Cathedral's war against predatory undead, Ubume are seen primarily as victims, and possibly as allies or even future recruits. Many Marian priestesses and nuns will risk their own lives to bear a Ubume's ghost child and return the cursed woman to life. Though philosophically opposed towards abortion, Marian priestesses bear no real animosity (though some distaste) towards medical practitioners who perform them. They are staunch opponents of the Ubume Empress, though most do not know the Ubume deity's true name, nor the extent of her manipulations, and fight the rising tide of (Evangelical) Christian and anti-abortion violence in Nagasaki.

FAVORED WEAPON

Mary's clerics do not gain proficiency with a favored weapon, and clerics worshipping her cannot use the spell *spiritual weapon*, nor similar spells. Instead, the cleric may use *sanctuary* three times per day as a spell-like ability, using her cleric level.

INTANGIBLES: GOTHIC CHRISTIANS VERSUS LIFERS

Black Tokyo's Gothic Christians are a fictionalized vision of Christianity. So are Otherverse America's Lifers, but to a far lesser degree. Almost every facet of the 2107's Lifer Nation is an exaggeration or extrapolation of some real-world aspect of the Evangelical led anti-abortion movement. Otherverse America is satire, but it's well researched satire, reflecting everything the author fears and loathes about real world Christianity. Black Tokyo's Gothic Christians are less grounded in reality, and their traditions, not to mention the powers and iconic gear, incorporate more than a few intentional errors and simplifications of belief.

They are designed to represent Christian characters that wouldn't be out of place in anime like *Hellsing* or *Wicked City*, and in contrast to the Lifers (who are often presented as villains, or anti-heroes at best) Gothic Christians are designed to be unabashedly heroic and unfailingly noble, if occasionally a bit stuffy or preachy. Fading the details of doctrine into soft focus allows for heroism.

That said, if local game masters are running Otherverse America campaigns with Lifer characters in the heroic role, the new powers and rules elements available in Black Tokyo only add to their options. These Christian-flavored relics, especially artifacts like the *Locket of St. Jeanne D'Arc* and the *Armorer's Coffin* or *Crucifix Annhilatus* can easily be imported into a modern-magic version of Otherverse America without losing any of their flavor.

Also, if you'll notice, many of the Christian-specific traits and magic items presented in Black Tokyo use the same gameplay tropes as standard-issue Lifer gear. Black Tokyo's Gothic Christians can be as heavily armored, and gun-happy as their Lifer counterparts. Mixing and matching feels natural.

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THE INHUMAN CHRISTIANS

Though most Gothic Christians are fully human, some of Black Tokyo's stranger races might share their beliefs. For example, the world famous Kitsune idol singer, **Inoue**, attends Mass at the Dejima Cathedral as often as her touring schedule allows. Semi-divine races like the Kami and Futakuchi might be born in Heaven itself, or represent the purified souls of saints and martyrs returned to Earth to fight evil, and perhaps more importantly, to spread goodness.

THE UBUME EMPRESS

The Ubume Empress was once a mortal woman upon one of the many Earths hung somewhere in the Great Universal Tree's branches. She died in guilt over a lost child, with so much hate in her heart for those who took her child that she could not rest. Her broken soul drifted into the Great Tree's branches and was drawn by great spiritual gravity into the Black Else. The ghost splashed down, and in the depths of the black ocean, she somehow evolved from pitiful victim of fate to elder *oni* lady.

Now, the Ubume Empress is mistress of the race that bears her name, and she is the dark mother of all demons of childbirth, infanticide and pregnancy. *Aswang* sing her praises in their cackling calls, *jizo* dream of her cold embrace, and mortal women leave bowls of rice on her altars in hopes that no *oni* will steal their pregnancy from them.

The Ubume Empress manifests as a *gajin* woman, the top of her head blasted apart by some cruel wound that has never stopped bleeding. She dresses in purple and ebony finery, and is trailed by a retinue of well armed ghostly servants. These skeletal guard is connected to the Ubume Empress by rotted umbilical cords that trail from beneath her bloodsplattered pussy. She dresses in fine silk business suits, the crotch of which are always splattered with blackish blood. She favors fortresses of black glass and golden crosses, and her dwelling places are dim and cold, sleek and precisely futurist.

Worshipped as a dark goddess in the Tatakama, and rightfully so, the Ubume Empress is among the Amakaze's most powerful and remorseless servants. She acts mostly through intermediaries, as her ero-guro ghostly form is horrible in the extreme. The Ubume Empress is most active in

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and around Nagasaki, the one place in Japan where the Christian faith has ever taken fertile root. She is adapt at manipulating Christians into atrocities- she speaks the language of faith, and she can make acts of terrorism and hate seem almost noble, even reasonable and necessary.

Under the Umbume Empress' direction, the island of Japan has seen the first flowering of anti-abortion terrorism. At her urging a sanitation worker shot and killed two abortion providers in nearby *Hirado*, before dying in a shootout with police. Because the Ubume Empress used her mortal agents to spur the killings, not supernatural manipulation, her influence has remained off the supernatural 'radar'. She has begun similar manipulation of other Nagasaki Christians- with each killing, her power grows, as the murder of abortion doctors has become a kind of sacrament for the undead Empress.

GODS OF THE AMAKAZE

Both the Ubume Empress and Dr. Momonjii are deities. However, there is no real way for the players, even ones with direct ties to the Amakaze themselves, to know this. Consider their divinity a nasty surprise for the players, a razorblade in the candy for them to discover on their own.

A direct encounter with either should be suicide, as they can bring dark powers to bear beyond the capabilities of even the most gifted mortal sorcerers. Even if slain in the Earth Realm, their spirits merely sojourn in the Black Else for a time, healing, waiting and plotting revenge, before returning to wreak unimaginable havoc upon their killers. In short, if players engage in direct combat with either they **will** die… if they're lucky. If not, they will be transformed, raped body and soul, over and over again, until they are the gods' willing pawn.

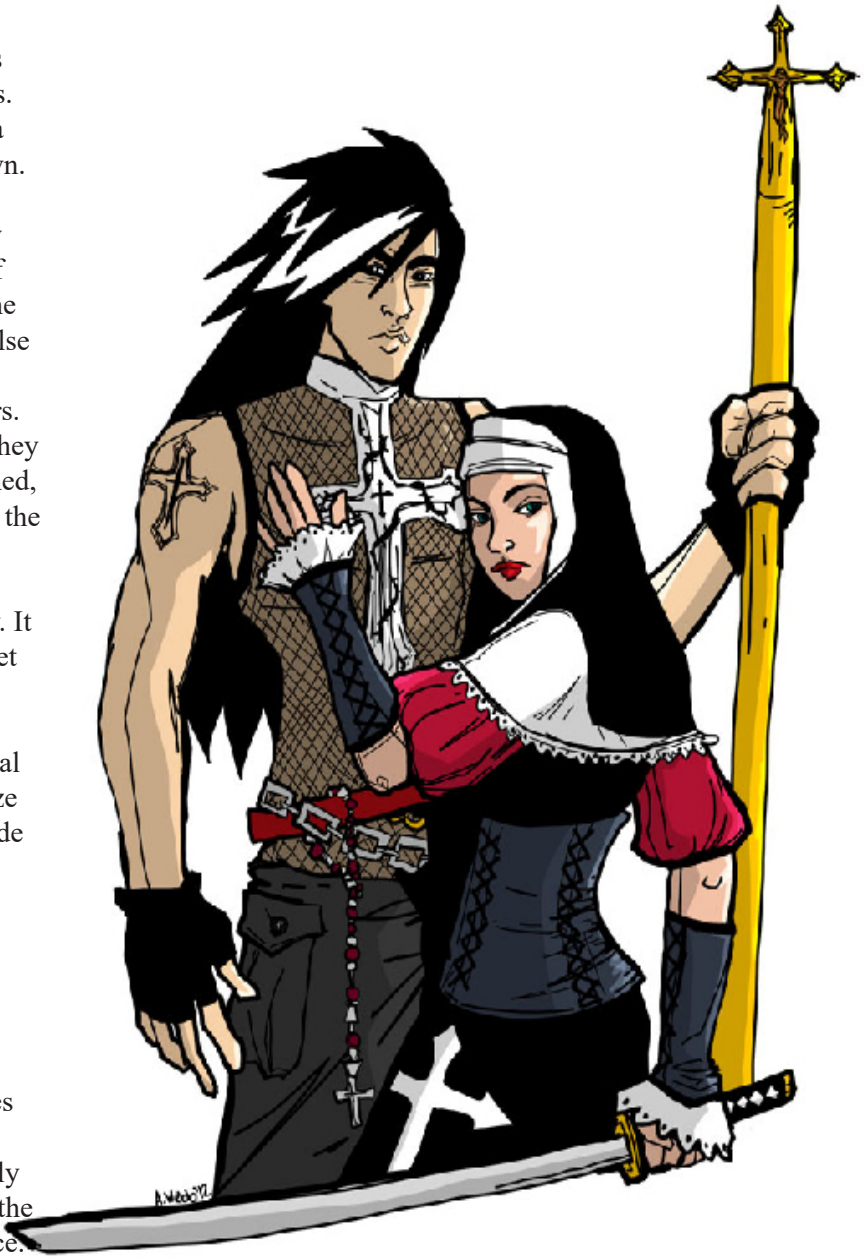
The two gods are often found in one another's company. It was the Ubume Empress who taught Momonjii the secret of ensnaring fetal soul shards and creating POETICA. Doing so served the Empress' strange obsession with birth, blood and control, and gave Momonjii the temporal wealth and influence to further his plans for the Amakaze organization he helped found centuries ago on the far side of the dimensional border.

THE HIDDEN CATHEDRAL

Dejima, Nagasaki Prefecture

The Hidden Cathedral was rebuilt openly in 1947, as a massive stone edifice in the heart of Dejima. It is a gothic cathedral of soaring stone buttresses, ornate spires topped with golden crosses, and imperious stained glass that shines in the sun. The Hidden Cathedral is seemingly transported from Renaissance Europe intact, except for the cherry blossom gardens that surround the massive edifice. It is the heart and soul of Christian worship in Black Japan, practicing rites that have their origin in Catholicism, but incorporate elements of Shinto, Buddhist and some vague elements of Eastern Orthodox worship. The Hidden Cathedral (known to non-supernatural natives as the **Great Dejima Cathedral**) is host to daily worship services, and is packed with believers every Sunday, Christmas and Easter. Two of Japan's seven Christian prime ministers were members of the Hidden Cathedral's congregation.

But the cathedral is more than just an ordinary house of worship, as many of Japan's witch-hunters live and study in the monastery that shares the cathedral grounds. The Hidden Cathedral recruits talented exorcists and demonologists and trains them as heroes, giving preference to local, Christian believers, but recruiting promising candidates from all across Japan and beyond.



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Many enter the Hidden Cathedral's priesthood or become righteous nuns, though these terms mean slightly different things in Black Japan then they do elsewhere in the world. The Hidden Cathedral is on friendly enough terms with the Vatican's supernatural experts, but hasn't considered it a part of the doctrinal Church for centuries. Priests of the Hidden Cathedral can marry and father children of their own, while the Cathedral's nuns act more like traditional temple maidens, despite their gothic costuming.

The surprisingly young **Bishop Jusuke Endo** (LG male human Cleric 9) is responsible for protecting and strengthening his church. He spends a good deal of his time on the road, however, working with Police Section Seven in solving the 'bad ones'- the kind of cases that involve the supernatural. He is accompanied by **Sister Satomi Shinchi** (LG female samurai human Acolyte 1/Fighter 4) a modest and virginal nun who wears a samurai's *diasho* on her belt, and is practiced in the use of these heirloom weapons.

Together they have crossed the Akaname, though neither realizes it yet. Bishop Endo is one of the harshest critics of the Christian extremists and doomsday sects infesting Nagasaki, and his troublesome nun sidekick has crossed swords with them more than once. What neither realizes yet is that all these broken hearted extremists were spurred into violence by the **Ubume Empress**, who is just now beginning to notice the loss of some of her favorite toys…..

HOLY DEJIMA SCRIPTURAL SUPPLIES

Dejima, Nagasaki Prefecture

This small Catholic bookstore is just a short walk from the Hidden Cathedral. It is owned and run by the semi-retired **Father Paul Kozaki** (LN male human Acolyte 6), a frail yet cheerful old man too feeble to run a congregation on his own anymore. Father Kozaki will provide Gothic Christian adventurers with holy scrolls, healing potions and is willing to bless blades and staffs (but never guns) against evil. The old man only conducts occult trade during the earliest hours of the day, seeming to hold some superstitious dread of performing magic after the sun sets.

THE URAKAMI CATHEDRAL

Nagasaki, Nagasaki Prefecture

The largest Christian cathedral in Nagasaki was host to a full congregation, celebrating the Mass of the Assumption of Mary on that horrible day in 1945. The Urakami Cathedral was annihilated instantly, along with all inside. Eventually, the cathedral was rebuilt on the same site in the 1950s, and during the 1980s, was renovated to more closely resemble the first cathedral to stand on this site.

The ruined walls of the first cathedral stand as a memorial within the nearby *Nagasaki Peace Park* and the great bell that once hung in the Urakami Cathedral's bell tower has become one of the most sacred exhibits at a local museum to the atomic devastation. The death- some would say the martyrdom- of so many believers during a worship service has sanctified the area. Urakami Cathedral and its grounds are protected by a permanent *hallow* effect (CL 19th); if the *hallow* effect is somehow dispelled or broken, it begins anew each morning at 11:02 am.

The Urakami Cathedral's clergy and leadership are Gothic Christians. Though technically subservient to the Cathedral's priest in doctrinal matters, the Cathedral's most senior nun sets policy concerning supernatural affairs.

Sister Kaori Takeya (LG female Kami Paladin 5) is a *Urakami-Souled Kami*, and though she doesn't consciously remember the mortal incarnation that ended in the atomic devastation of the city, remains utterly committed to protecting others from similar horrific ends. Sister Takeya has proposed stronger alliances between Gothic Christian protectors and Japan's native heroes: she feels that the clever foxes of ***Dakiniten Legal Assistance*** would make excellent allies in both the church's fight against demonic evil and against the more mundane evil of capital punishment.

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PEACE PARK

Nagasaki, Nagasaki Prefecture

Nagasaki's Peace Park is a vast greensward ringed by an assortment of museums and crowded with memorial sculptures donated to Nagasaki from cities around the world. The 'Peace Symbols Zone' encircling the Peace Park slowly expands as additional monuments are erected.

At the south end of the Peace Park is a tiered fountain, built in 1969, in the hopes the fountain's clear waters would appease the souls of those who died begging for water. ***Kami*** gather here frequently, especially Kami who once lived and died in Nagasaki as mortals. On cool nights, the ghosts of small children can be seen playing and splashing happily in the water. These spirits do no harm to anyone, and fade away quickly if approached, though they might briefly converse with Kami visitors before disappearing.

MEMORIAL TO THE WORLD'S INNOCENTS

Near the Peace Park, Nagasaki, Nagasaki Prefecture

The region's emerging anti-abortion groups recently bought a wide swath of land near the Peace Park, erecting a new monument near the entrance. This park is designed to blend with the architecture and landscaping of the Peace Park itself, so the two memorials blend seamlessly.

The Memorial to the World's Innocents features nearly 50 statues- all three meters high and composed of black titanium and glass the color of fire. The glass forms an oval around a laser cut titanium sculpture of a human fetus, looking like it has been sectioned for viewing under a microscope. As the sun sets over the Peace Park, light streams through the glass, etching eerie shadows on the ground. The same message is etched on each sculpture, written in multiple languages in small text, "Their lives ended abruptly."

The survivors of the atomic bombing despise the new Memorial and protested its construction fiercely every step of the way. To them, the Memorial conflates what they ssee as an American controversy with their own tragedy. Protests are still common, and though the local pro-lifers often hold court at the Memorial, most residents just ignore the new sculptures.

However, the twisting of local *karma* unleashed by the Memorial has attracted new dangers to Nagasaki. **Jinzo** congregate here after 23:00 and most locals stay well away from the Peace Park after night falls. Worse things hunt local women who have had an abortion- three bodies have been left on the Memorial's stones. **Ubume** are at particular risk in Nagasaki these days, as the Memorial's titanium and glass sculptures exert a dangerous pull on Ubume souls.

THE DEATH OF UBUME

Ubume entering the Memorial to the World's Innocents must succeed at WILL Save or become *fascinated*, moving towards the nearest sculpture and staring enraptured. The

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WILL Save is initially DC 15, but increases by +1 per minute until the Ubume succumbs or flees.

If an Ubume remains *fascinated* for five minutes or more, she must succeed at a DC 28 WILL Save. If the save is successful, her fascination ends and the she cannot be affected by the Memorial's mind-sapping effects for 24 hours.

On a failure, the Ubume is destroyed, her body breaking apart into lumps of dry clay, leaving only her clothing and possessions behind. The Ubume's spirit-fetus dies with its undead mother, and forms a new **Jinzo** in 1d6 days. An Ubume's companions can drag her away or attempt to break her *fascination* before she disintegrates, but lone Ubume are at great risk here.

VOICE OF THE INNOCENTS

Operating out of a storefront office less than a mile from the Peace Park, Voice of the Innocents is Japan's most active anti-abortion organization. The operation was galvanized by the arrival of American ex-pat and activist **Ellen Marie Cole-Layton** (see Black Bestiary), a soft-spoken and genteel woman that the FBI believes killed two doctors in Boston. Ellen is a tireless crusader, in her office from sunrise to well into night, or personally leading protests at abortion clinics throughout Nagasaki and Southern Japan.

Though a relative newcomer to Japan, and only a barely passable speaker, Ellen nonetheless is intimately familiar with the Ubume race. She can recognize Ubume with a glance, and often preaches to the mournful undead. She encourages especially broken hearted Ubume to meditate at the Memorial to the World's Innocents, speaking of the dissolution of their cursed, undead forms as an assumption into Heaven.

THE TRUTH EVEN SHE DOES NOT REMEMBER

In her prior mortal incarnation, the Ubume Empress was the revolutionary founder of a terrorist nation-state named **Ellen Dacoveney.** She committed suicide in an impossible cracked mirror reflection of the far future year 2091, after igniting a civil war that destroyed one potential America. As a mortal, she was driven by the same obsessive and self-destructive loathing of abortion that she's ridden to power as the Ubume Empress. It was her suicidal surrender, not the genocidal war she began, that condemned Ellen to an eternity of drowning beneath the Black Else.

The Ubume Empress has blocked almost all her memories of her mortal self, unable to bear the pain of what she once was. Only in her nightmares does the Ubume Empress catch a glimpse of her forgotten past. The rest of the time, her past incarnation only manifests in her instincts, in her tactics. Her past catches up to the Ubume Empress in the dark violet she wears, and in the shockingly advanced IT infrastructure her organization boasts. It manifests most fully in the Empress' manipulative recruiting tactics, the same tactics that once allowed the breathing Ellen Dacoveney to personally recruit the **Lifer Army of God** and unleash it on the world.

NYORAI SHRINE

Nagasaki, Nagasaki Prefecture

More Kitsune call Saga Prefecture home than any other place in Japan. Some, most notably the fox activists that staff the **Dakiniten Legal Assistance** clinic are kind, even courageous when the need arises. Others are monsters.

Nyorai Shrine is a wooden Shinto shrine to an obscure local aspect of Inari, built and rebuilt in the traditional style. Tourists pay 500 yen to tour the restored shrine and buy love and luck charms from the vivacious Saga University anthropology major who guides them. One thing most tourists don't realize about the cute, perky **Sakura** is that she is a fox spirit (CE female ninja Kitsune Sorcerer 9), and she has made Nyorai Shrine into a beautiful and horrible trap.

Sakura is the alpha bitch of a pack of Kitsune rogues with a penchant for rape- the **Kiiroi Kitsune** (Yellow Kitsune, for their auburn and gold fur). Women alone in Nyorai Shrine after the sun sets quickly succumb to Sakura's enchantments, falling into a paralyzed, but perfectly aware stupor. Easy prey for Sakura's Kiiroi Kitsune. The shrine's wild, unruly pack of male Kitsune gang rape the woman until sunrise, wearing kitsune noh masks, like the one the shrine sells as kids' souvenirs. The kitsune want to hide their identity, but are arrogant enough to not want to hide too well. The Kiiroi Kitsune prefer foreign visitors and tourists, but don't take too much tempting to violate a native.

Threats delivered anonymously by the Kiiroi Kitsune (as well as the closure of many of Nagasaki's abortion clinics) force most local victims to deliver their children, creating even more potential recruits for the clan. Tourists find similar notes slipped into their luggage or waiting on their doorsteps when they finally return home, shaken and shamed. The Kiiroi Kitsune have a long reach.

MOVING THE NYORAI SHRINE

In previous drafts of the Black Tokyo campaign setting, ***The Nyorai Shrine*** was located in Saga. I moved the shrine to Nagasaki Prefecture because its themes of rape and forced impregnation nicely synergize with the

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Ubume Empress' plot-line. In addition, I couldn't justify having this evil of an adventure location right next door to one of the setting's major good guy factions, especially since the ***Dakiniten Law Firm*** are portrayed as top-notch detectives. Rationally, if the two locations were in the same city, Dakiniten's Kitsune private detectives should have found out about Sakura's schemes and put a stop to them before the player characters ever entered the picture. Moving the Nyorai Shrine to Nagasaki just works better from a story point of view.

GAME RULE EFFECTS: NYORAI SHRINE HAUNT (CR 9)

Sakura the Kitsune has transformed her wooden shrine into a trap for women, which the men of her clan use as breeding stock and fuck toys. Sakura watches the rapes, enjoying them even more then the men of her tribe. Her enchantments have created a perilous haunt.

XP: 6,400

Alignment and Area: This CE haunt extends father than normal, covering the entire main room of the Nyorai Shrine. This central area is a wood floored worship space about 40 ft x 40 ft, surrounded by painted wood statues of kitsune and lit only by flickering candlelight.

Caster Level: 9th

Notice: Perception DC 30 to notice leering shadows that look like male foxes prowling in heat, or notice the moving eyes or erections displayed by the carved wooden statues of kitsune that decorate the shrine.

HP: 18

Weaknesses: Kitsune are effectively invisible to the trap.

Trigger: This trap triggers when the last non-kitsune female of either the humanoid, monstrous humanoid or outsider types is alone in the central worship space. If kitsune males are present, the trap triggers normally, even if they are not part of Sakura's clan.

Reset: One hour. Sakura can also reset the trap by expending a 3rd or higher level spell slot while within the Shrine as a standard action.

Effect: The lone non-kitsune female is affected as if by Hold Monster (DC 19).

If Sakura personally lights a devotional candle marked with the silhouette of a fox guardian, the Haunt's saving throw increases to DC 21, and the victim cannot make additional WILL Saves to overcome the paralysis.

Destruction: Either the Nyorai Shrine must be burnt to the ground, or Sakura must be killed within the main worship space to permanently destroy the haunt. If Sakura dies elsewhere, her spirit enters the haunt, strengthening it and only making it more powerful.

ST. FRANCIS XAVIER CEMETERY

Just outside Nagasaki, Nagasaki Prefecture

This old cemetery was re-dedicated after the end of WWII and has become a gathering place for **Ghostkiss Investigators** from across Japan. A disproportionately high

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number of the cemetery's residents are murder victims, particularly unsolved ones. Many of the Amakaze's victims are buried here, unremembered, in the cemetery named for the old, dark god of death. Such tragedy has become part and parcel of the dilapidated little cemetery's karma.

The small cemetery is staffed by a groundskeeper and a permanent contingent of semi-retired Ghostkiss Investigators who share a small cottage just outside the cemetery grounds. These investigators are too old and tired for frontline work against the Black Else's endless perversities. They remain capable of helping the recently dead settle their last mortal affairs and pass from the world.

The grey-haired investigators here act more as messengers than detectives, carrying last messages from lonely spirits to husbands and wives left behind. However, every so often, a particularly vile murder cries out for vengeance, and the old men of the cemetery ride out again. Lucky younger Ghostkiss Investigators might have a chance to tag along with the old guard, to be the muscle while the last generation relishes its role as the brains.

The current groundskeeper is **Yosuke Naganori** (LN male heimin human Wizard 13)**,** a wrinkled old spellcaster whose identity card says he's 83, but who walks about the Mejii Restoration like he was part of it. Naganori was one of the **Exorcists of '68**, who helped imprison the **Revered Shogun** beneath Okinawa. He doesn't talk about that mission, nor about the missing eye he keeps covered beneath a black cloth patch.

Ever.

HASHIMA ISLAND

Off the west coast of the Nagasaki Peninsula

Up until the 1960, Hashima was a prosperous coal mining colony, home to more than 5,000 workers living year-round in concrete dorms at one end of the tiny, ugly island. By the early 1970s, the coal mine was played out and closed, and the island was abandoned. Nobody comes to Hashima anymore, and decades of neglect have turned the concrete buildings into crumbling death traps.

Hashima has become a hunting preserve for horrors. Beautiful young men and women from across Japan are kidnapped from their karoke rooms and school dorms, stripped of all modern devices, equipped with a random of assortment of odd and painful magic weapons and demonic armor. They are turned loose in the ruins to ruin or hide, as demonic hunters from across Japan and beyond hunt them for sport. Predatory horrors pay Amakaze hunt-masters enormous sums to hunt 'high-end prey'. The favorite trophy are notorious adventurers, though the thrill of hunting a Top 40 idol singer is also popular.

Victims who don't fall a hunter's spear often fall prey to other, less tangible, dangers. Hashima is haunted by the furious spirits of Chinese and Korean POWS who were forced to labor here until they died during the darkest days of WWII.

SAGARI DOWNS

Hirado, Nagasaki Prefecture

This quarter mile horse track is one of the best in Japan. Built during the most prosperous years of the 1980s, no expense was spared to make the track comfortable and stylish. Japan's wealthiest men, including the Amakaze inner circle, congregate here to take advantage of the thrilling races and well stocked bar.

Normally the horse track is just another exclusive social club, but during the track's off season, even stranger races take place. A glamour cast over the track and its guests ensures privacy during these unscheduled, late winter races. Japan's mystic pony-players, animalistic cosplay-mages and the virginal, powerfully built **Daughters of Kirin** compete against one another in high-stakes and eroticized races. Beautiful things, part women and part mare dance through the snow. Most of Japan's citizenry has no idea these spectacular races occur daily behind the gates of the shuttered horse track.

Even when the track is open to the public, it is often visited by the supernatural. Many of the jockeys and grooms are *Koropokkuru* or *Druids.* Their champion horses are partners and lovers and the tiny apartment blocks surrounding Sagari Downs are quietly strange, home to the greatest concentration of dwarfish Koropokkuru outside of Okinawa. **The Kirin** himself often visits the track's well bred, pampered mares to father his half-godly Daughters.

THE HIBAGON'S NIGHT STADIUM

Variable location, Kyushu Region and Okinawa

Appears most often in the Kyusu Region and Okinawa Prefectures, but has appeared as far north as the Okayama Prefecture.

On moonless, cool, crisp spring nights, just after baseball season begins, another small ball field sometimes appears in a country already filled past capacity with public and private ball fields. Under the sterile light of sodium vapor lamps, demons from the Black Else step into the Earth-realm, enjoying the night. A strange, temporary torii of harsh florescent light forms, called into reality by the sound of crickets and the solid contact of wood and leather.

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Since the dawn of Japanese history, the *Hibagon Oni* have plauged mankind. In modern times, their brutal gatherings have imitated human baseball games. Girlish screams and demonic drums fill the air; the rolling thunder of Hibagon laugher spoils the springtime tranquility.

The Hibagon's night games are thankfully rare, but are nightmares of violation and torture. The Hibagon indulge in atrocities most humans cannot even conceive, doing things that would sicken a serial rapist and drive a mass murderer to repentance, all under the cold white glow of the sodium vapor lamps. Hibagon Oni children prove their demonic manhood, cheered on by the tribe's adults, by destroying the bodies and mind of human prey.

By morning, the stadium is gone, the lights extinguished for another evening. The only trace of the Hibagon night games are the weeping remains of the victims, left lying in some abandoned alley, or in the entry nook of a closed and shuttered bar.

The Night Games have been recorded across Japan, with the worst and most numerous incidents in Okinawa and far Southern Japan. Police Section Seven has tried to find some way to predict the Hibagon's incursion, without success. The Night Stadium seems invisible to satellite photography, and appears too unpredictably for JASDF overflights to be a useful tracking tool.

To date they have only been able to respond to individual kidnapping and missing persons reports as they come in, and hope they are in time to save the Hibagon's many young victims. As the Night Games become more frequent and their effects more horrific, Police Section Seven has deployed American made UAVs over Southern Japan. Using these unmanned camera drones, Police Section Seven's operators hope to spot light-well of the Night Stadium the moment it appears, and deploy troops to drive the *oni* back to hell with modern firepower.

THE DEVIL'S LEAGUE

The Hibagon Oni that come to play in the Night Stadium form violent, sadistic 'teams' modeled on the structure of modern baseball clubs. These oni wear tiger skin uniforms and blood soaked cleats in horrible imitation of human ball players. A few of the Night Stadiums reigning champion clubs include:

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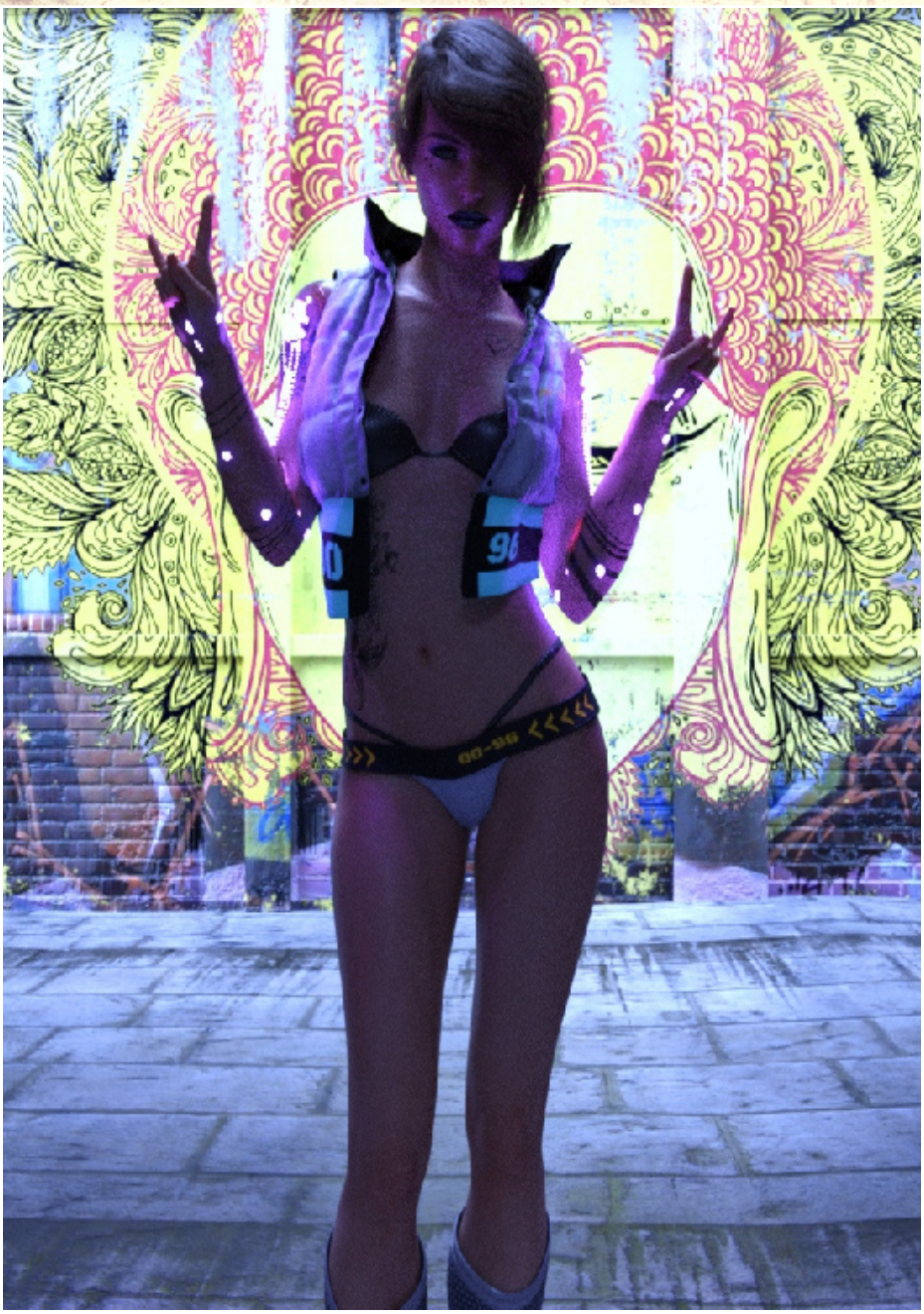

- *The Gokase Bloodthroats*- a 'semi-pro' team of young demons who favor oral rape above all other crimes, and whose purple-skinned men ejaculate blood, thornsand fish hooks when they cum.

- *The Kuso Devourers of Pretty Maidens*- the worst of the worst, known for cannibalistic magic that can keep a victim alive and suffering, no matter her injuries, until the demons finally sever her head from her picked over carcass.

- *The Umi Gutrope Stranglers*- fierce rivals with Kuso Devourers, these monsters ritually disembowel or impale their prey, keeping their victims alive and screaming for hours until they finally suffocate them with a garrote made from their own guts.

THE CURSE OF THE COLONEL

Back during the late 80s, human baseball fans, celebrating the Kuso Cranes' playoff victory in a drunken street party, tossed the mascot statue of an American fastfood chain into the river. Since then, the Cranes haven't won a single playoff game- the 'Curse of the Colonel' is infamous among local ball fans- including the local *oni*. They might be monsters from the depths of Hell, but Kuso's oni are dedicated Crane followers.

The local *Oni* have hit on a solution to break the curse, one that appeals to their ero-guro aesthetics, and one that humans would never imagine on their own. Kuso's Oni figure the curse can be lifted if they find, paralyze and mutilate an appropriate sacrifice before tossing her into the same river to drown. Oni diviners have determined the perfect sacrificial victim is a Futanari girl, born in Kuso (or at least in far-southern Japan) during the infamous playoff season, who must be dressed in an all white Southern plantation owner's suit before being tortured. Given the rarity of such a creature, the Kuso Oni are still looking for the perfect victim with which to break the local curse.

BIG BREASTED GODDESSES OF KUMAMOTO

Kumamoto's Clerics and Druids often worship goddesses unknown and forgotten in the rest of Japan, obscure deities of nature, womanhood and protection known for their compassion, connection to the natural world… and their enormous breasts, large enough to nourish the entire universe.

BENTEN

Worshipped as one of the Seven Lucky Gods and celebrated in magic items dedicated to the *Fukujin,* Benten is worshipped in her own right as a protector of Kumamoto. Her worship is popular in the **Ariake Sea region**, along the prefecture's western coastline. She protects fishermen, sailors, members of the Japanese Maritime Self Defense Forces…. and strippers, AV Idols and ravers, who depend on the element of water for their eloquence and beauty.

Benten often manifests in the Earth Realm, and is a familiar site in clubs and karaoke bars throughout Kumamoto and in the hottest Tokyo clubs. Usually only female Clerics

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The Goddesses of Kumamoto			
Deity	Alignment	Domains (associated sub-domains)	Favored Weapon
Benten	NG Lesser Goddess	Charm (love, sex*), Magic (arcane), Rune (language), Water (oceans), Weather (storms)	Spear
Kariteimo	CG Lesser Goddess	Animal (fur), Charm (lust), Protection (purity), Strength (ferocity)	Tetsubo
Tsuki	CN Demigoddess	Animal (fur), Chaos (demon), Luck (curse), Trickery (thievery)	Dagger

worship Benten as an independent entity and not as part of the Fukujin. Most declare their faith with ocean scenes, waves, white frogs, blue-scaled dragons and snakes tattooed on their breasts.

KARITEIMO

Kariteimo was once a child-devouring, cannibalistic oni but was converted to goodness after encountering the Buddha. Now, the crimson-skinned goddess protects human children and the children of the Tatakama. Her Druids are often midwives, and those with more of a connection to the modern world often practice modern medicine at local hospitals, usually in the maternity wards or ERs.

Kariteimo's followers are often fierce enemies of the Ubume Empress and her minions, and tend to be suspicious of even heroic undead. Kariteimo only accepts female Clerics and Druids, who are marked with spiraling claw-like brands on their breasts and bellies.

TSUKI

Tsuki is a very minor Kitsune goddess, a distant and lesser cousin of Inari. She is a trickster goddess who possesses mortal women and Kitsune, entering their bodies as red smoke that flows into their breasts. Tsuki is selfish and vain and enjoys playing tricks to prove her intellectual superiority. If Tsuki ever fights evils like the Ubume Empress or the Amakaze, it is because she enjoys the challenge of a good scam against an arrogant rival who previously embarrassed her.

Witches often give thanks to Tsuki for their dark powers, and are often found in Southern Japan and Okinawa's bars and nightclubs, seeking marks and making illegal plays for wealth and comfort. Her witchmark is similar to the bite of a fox, usually hidden on the underside of the breast.

PRIMITIVE KUMAMOTO

This far southern prefecture is home to the majority of **Utari Ainu** still surviving in modern-day Black Japan. The people here are rural, blue collar and hardworking, living in many ways a simpler era. Cellphones and internet connections are intermittent here, and people dress in late 1970s or early 1980s style, or else in more traditional Ainu dress. Modern vehicles rust away to old junkers within a few weeks, but late model cars function more normally- everything looks the same shade of old after a while.

Kumamoto's women are renowned for their massive breasts, and for their connection to the primal world. Many Utari Ainu women become **Druids**, instantly recognizable by the intricate tribal tattoos decorating their swollen chests. When these women wild-shape, it is always into the form of a bear, ebony fur streaked with silver in patterns that imitate Ainu tribal markings.

The similarly busty Sazae-Oni are common here, especially along the shores of the ***Ariake Sea***. The snail-women prey on the prefecture's farmers and factory workers, and the hapless men of the prefecture are usually caught between two factions of big breasted predators- the cannibalistic Sazae-Oni and the strange, primal and protective Druids. Figuring out which is which is a matter of life and death for the men of Kumamoto.

MT. ASO

Near Kumamoto City, Kumamoto Prefecture

Mt. Aso is an imposing and very active volcano, one of the largest and most potentially threatening in Asia. Kumamoto's druids spend much of their mystic energy pacifying the mountain, releasing the vast elemental energy contained within the caldera in harmless but spectacular bursts of sulfuric steam rather than the devastating eruption that has been building for years.

Each summer, Kumamoto's druids select men from the prefecture as their consorts and assistants in an exhausting hours-long sexual rite. The men are teased to eruption by the breasts of the druidesses, again and again, until the

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ASO-SAN GUEST HOUSE

This comfortable youth hostel is popular with backpackers come to hike Mt. Aso. The small hostel is nestled against the base of the mountain, and has private access to a sulfurous hotspring among other little luxuries beloved by tourists.

The exceedingly buxom owner is the stuff of many young visitors' fantasies, but her heart has already been given. **Nikko Tsuyoi** (N female human Druid 5) keeps watch on Aso-San, and knows the mountain's many secrets. Her equally busty lover, **Komezuza** (N female Kami Acolyte 3) is an incarnate nature spirit, born of the 'secret waterfall' down a narrow forest trail from the Guest House. Komezuza knows that soon, in her role as watcher of the mountain, Nikko will have to mediate within lava to appease the mountain's heart. She would do anything, even trigger an early detonation so as to remove the threat of such a sacrifice for several decades, to save her lover, if only she could find such power….

WHAT SLEEPS INSIDE MT. ASO?

If Mt. Aso ever does erupt, it will be a campaign defining events. A particularly massive earthquake anywhere in Japan might trigger an eruption, despite the druidic bindings placed on the mountain. The eruption might easily devastate the small city of Aso, and severely damage Kumamoto City and the prefecture as a whole. Churning, whiteout ash clouds and dirty rain will bring commerce and travel throughout Southern Japan to a halt.

On a less geologic level, the eruption of Mt. Aso might awaken something long dormant….. What exactly that might be remains unknown, but several occult factions have their own theories. These are only legends and rumors, but they are plausible legends.

ritual (and the men) climaxes with the dawn. Men are typically older fellows, chosen for endurance and virility; it is a great honor that even married men rarely refuse. Every fifth year, the ceremony is different… and much more challenging. Without men, a trio of druidesses enter the caldera itself and meditate, nude within the lava flows until the dawn breaks over the crater's lip. Even for those mystically protected from the volcano's lethal heat and pressure, the ritual is dangerous and often fatal.

- The great dragon-king, the ***Flame of Yamoto,*** is said to have slumbered in the caldera of Mt. Aso for more than six millennia. When he awakens, he will rule Japan again, and devour any creatures on the Home Islands not of Japanese descent. Ultra-nationalist cults pray for his cataclysmic rebirth, as do the Yakuza of the *Onyx Wind*.

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- The star-vessel that brought the colossal Battlechanger demi-god codenamed ***Izdubar*** rests nearly a mile beneath the volcano's crater. Unearthing it would likely destroy the prefecture due to seismic upheaval, and who knows what effect reactivating its ancient systems would have on its catatonic master?

- Mt. Aso's caldera is a portal to a fiery netherworld. If the volcano erupts, deadly spirits of fire such as Ho-Masubi will be unleashed on the Earth Realm, and will burn the world. Fire Kami born in the wake of the conflagration might be the only hope, but such young godlings would have to be carefully nurtured and protected until they mature.

JIKEI HOSPITAL

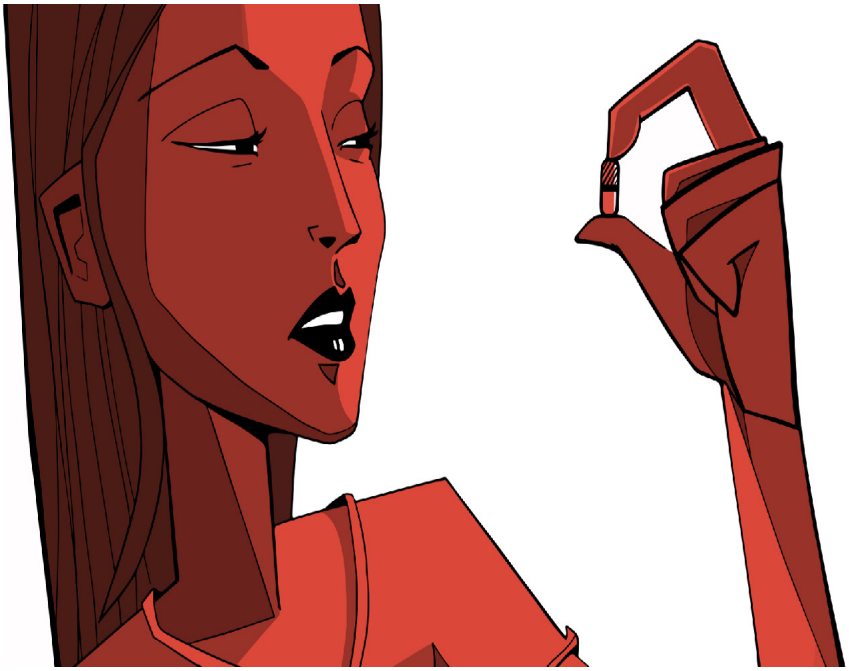
Kumamoto City, Kumamoto Prefecture
Inspired by dreams sent by benevolent and busty Kariteimo, the staff of the Jikei Hospital have recently installed a 'baby hatch', a small cradle like structure just beside the hospital's side entrance, where mothers can anonymously and wordlessly give their children up for adoption. Legally, the children become wards of the state, and many are placed at the newly constructed "**New Orphanage**", until they can be placed for adoption.

A surprisingly high number of foundlings left at Jikei Hospital are other than human- indicating far greater levels of cross-species breeding, whether consensual or not, than Black Japan's sociologists ever imagined. *Oni-spawn* bastards, half-*Bloodstrong* children and unexpected newborn *Kitsune* and *Tanuki* are extremely common here. Several of the hospital's Kitsune foundlings were conceived by force at the ***Nyorai Shrine.***

JIKEI NEW ORPHANAGE

Kumamoto City, Kumamoto Prefecture
This four story, modern building was completed only a few years ago, and houses hundreds of unwanted children and wards of the state from all across the Kyushu region. The New Orphanage has also become home for many of Jikei Hospital's foundlings, who have not yet found adoptive homes. As the program is relatively new, the oldest of these foundlings are only four or five years old, but quite a few have already begun exploring their often unwanted arcane potential.

The New Orphanage's administrator is **Dr. Ritsu Karuigawa** (NG Female human Cleric of Kariteimo 3), who hides both her goddess-blessed bosom and her divine talents behind a modern, well cut business suit and a mask of cool professionalism. None of her supervisors and very few of her subordinates know her supernatural side, nor acknowledge the inhuman nature of some of the children the New Orphanage is trusted with placing. Despite this, Dr. Karuigawa has a network of foster parents stretching as far as California in one direction and Delhi in the other, ready to adopt children regardless of their species or status as *oni-spawn.*



BUSTY CARE WELLNESS

Kumamoto City, Kumamoto Prefecture
This small plastic surgery clinic is located in a physician's park a few blocks from Jikei Hospital and is very popular with Japan's celebrities and AV idols. In addition to well-practiced conventional surgery techniques, Busty Care Wellness uses occult techniques to radically increase or shrink a client's bust, or restore the blush of youth.

Dr. Kaoru Morikawa (N human female Druid 3/Alchemist 3) operates the clinic, and takes pride in her blending of science, sorcery and natural magik. Her clinic offers clients access to magic items such as *breast vitamins*, various *Kumamoto*-fruits which can grow or shrink a woman's bustline, and various kinds of Busty sorcery. A few of her interns have also mastered Pettanko magic, and offer it for clients. Her clinic operates by appointment only, with 6-8 month waiting lists and lead times for mystic cosmetic surgery, but usually at discounts up to 25% compared to the base price of similar magic acquired elsewhere.

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All the various mystical fruits and plants used in her practice are grown in a private garden on sight, visible from the post-op recovery room, and only accessible through Dr. Morikawa's private office. Dr. Morikawa is well respected in the occult community, always happy to brag about her clinic and its accomplishments, or to recruit more experienced spellcasters to assist in tricky procedures as outside consultants. The contact list in her smartphone is worth more than all the magical plants and wondrous items kept on site.

THE GHOST TEMPLE OF EIKOKUJI

Hitoyoshi, Kumamoto Prefecture

This ancient temple is home to an order of monk that uses drawings to trap ghosts. The temple's sanctuary is adorned with long silk scrolls bearing grotesque images of monsters, ghosts, *oni* and *yokai*, hand painted with delicate brushstrokes executed with dark ink and vibrant dyes.

Each of the hundreds of scrolls contained a trapped spirit, captured from some obscure part of Japan. **Abbot Kyosaia** (LN male human Oracle 7) is a highly skilled diviner, who can consult with the trapped spirits to find wisdom. He despises all non-human creatures except Kami and Kitsune as demon spawn, and will not speak to such. If the issue is pressed, he will pull the tanto he carries at his side and prepare to send another *oni* back to the underworld.

A small bronze plaque at the temple's main entry way warns that the Ghost Temple is specifically unwelcoming to Americans, POETICA and Tetsujin. Less obvious wards can destroy undead stepping foot on the grounds. The other monks of the temple are as hostile and paranoid as their abbot.

HIROSE TANSO MIDDLE SCHOOL

Mameda Town, Oita, Oita Prefecture

School Colors: Dark navy traditional uniforms. Some uniforms, particularly among the girls, are enchanted to become especially frilly and colorful when on school grounds. The school's crest is a flying crane.

Named for one of the most famous scholars ever produced by the Prefecture, **Tanso Middle School** is one of the few occult training centers specializing in the education of Black Japan's supernatural (and unnatural) pre-teens. Most of the students live in the nearby town, but quite a few commute, via magical means from the heart of Tokyo!

The TO-777 Line is a ghostly subway train that runs between Japan's capital and the far southern Kyushu Region; a mountain tunnel just a few minute outside Tokyo is in fact a permanent *torii* to the Tatakama. There, a short stretch of rail, about 15 km, allows the subway train to cross hundreds of miles in just minutes, before emerging back into the Earth-Realm a few minutes ride from the school. The line makes one trip at 0725 to Oita, and a return trip at 1820 each day, after school activities and clubs end.

Tanso Middle School itself is a fairly quiet, and surprisingly safe place for young mages to learn the basics of demonology, spellcasting and dimensional exploration. Two women share the duties of Principal- twin Futakuchi sisters, **Ruby and Sapphire Hisakawa** (LN/LG female noble Kami Cleric 13/15). They arrived in the earth realm soon after the **Great Kanto Earthquake**, and founded the school soon after, rebuilding it again after their original structure was demolished during WWII. The sisters live together in a private cottage hidden behind a stand of ancient trees, the last remnant of the original school building.

In addition to its mystical curriculum, the middle school has an excellent computer science program and some decent arts instruction. A small observatory on the northern most part of the grounds watches the stars- a dazzlingly brilliant but socially inept Kami named **Satoru Goto** (N male Kami Oracle 4) keeps a close eye on the night sky in search of omens and portents, and the strange omens that herald the waking of the **Genbu**. The 'least god of the winter sky' is a minor but not unimportant part of **Project: GILGAMESH,** though he has never set foot on that organization's main base in the Kurils.

Like many of Black Japan's other magical schools, the Tanso Middle School is defined by the extracurricular clubs that its students belong to and obsess over.

- *Archeology Club:* This club makes regular class trips to the ***Dinosaur Museum*** at Fukui, making it a hugely popular club even if it did not offer mystical training. The students of the Archeology Club are tutored in summoning and arcane veterinary medicine. Most students acquire a Familiar by the time they graduate.

- *Daughters of the Great Tree:* The school takes care to identify students who have the noose-dreams early, soon after the first dreams come. These girls are monitored closely by their teachers, and encouraged to join this club. During their final year at the school, club members are allowed to compete for one of three ceremonial nooses that might allow them to become Goryohime, after a series of competitions involving

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everything from academics to arcana. In doing so, the Great Tree is still served, but Tanso Middle School keeps most of its girl students alive well into adulthood.

- *Hirosaki Paintball Club:* Open to those with the *Children of the Octopus* feat, this adventurous, fiercely competitive paintball club plays regular matches against octopus-kids from nearby Beppu. There is a large paintball field on the school's grounds, and similar fields in Beppu and other nearby towns; all courses have a strong aquatic element to offer more challenges to their shapeshifting competitors.

- *Road Safety Club:* In conjunction with the Japanese Ground Self Defense forces, boys and girls with an aptitude for mechanics, a love of cars and the reflexes necessary to be a great combat driver are given early testing and indoctrination to the ***Kiss Team*** program. The best are formally inducted into a Kiss Team after graduation, and maybe a little before if a crisis is severe enough.

- *Shrine Maiden's Club:* Young girls are invited to join this club to assist temple *miko* at the old temple just outside the school's ground. There the girls learn mythology, religion and even assist with the rare exorcism or the creation of a divine wondrous item.

- *Tantric Basics Club:* Modeled on the similar organization at Clovers University, this relatively new and controversial club teaches young students the rudiments of sex magic. Most of the clubs activities focus on magical and sexual safety, and teach ritualized masturbation as a way to unlock magical energy. Quite a few students go farther on their own- the twin Principals regularly patrol the shadowy woods outside the classroom block to rebuke would-be lovers.

- *Pokeyokai Collector's Club:* This club trains young summoners and conjurors and holds regular non-lethal bouts between summoned beasts and familiars. Most members of this club are also members of the Archeology Club and vice-versa.

TANSO MIDDLE SCHOOL'S FUTANARI

Quite a few Futanari spellcasters and pre-teen Summoners hail from Tanso Middle School. Something in the atmosphere makes puberty an especially strange time for the students- maybe its something in the water, or in the air, or a side effect of the magical aura shielding the school from mundane discovery. Either way, the results are the same. A few weeks after beginning classes at Tanso, the boys develop full lips, soft breast and long, hyper-colorful hair, while girls begin growing throbbing boy-cocks. Futanari are so common around Oita they aren't ostracized, and are an everyday, accepted part of life at the school.

BAIEN & BANRI UNIFORM AND SUPPLIES

Mameda Town, Oita, Oita Prefecture

This school uniform shop and calligraphy store also sells magazines, snacks, candies and has a tiny, somewhat

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outdated internet café on the grounds. B&B Uniform and Supplies is a short walk from Tanso Middle School and is equally convenient to the train station, making it a popular hangout for students as they wait for the afternoon train to arrive.

B&B provides uniforms to all Tanso Middle School students.

The basic adventuring uniform is simply a *+1 school uniform* enchanted for cleanliness and comfort; all students at Tanso Middle School are provided one and are expected to return it to the uniform shop in good condition upon graduation. In this way, even poor students or those from strictly mundane families gain a measure of occult protection that marks them as Tanso Middle School students. The store can provide students with more elaborate occult uniforms and mystical accessories, it usually takes the shopkeepers 2-3 months to finish a custom uniform, which can be ordered on special forms provided by the school.

THE BAIEN GLOBE

Out front of the store, a 2-meter diameter copper and brass globe turns slowly, with a dry metallic whine, even when there is no wind. Dating back to the mid 1800s, this globe is a popular landmark for Tanso Middle School Students.

A character who touches any spot on the slowly rotating globe gains a +2 insight bonus on Knowledge (local) and Knowledge (history) checks in or concerning that area (about a 50 mile spot) for the next 12 hours. A character can only benefit from this effect once per 72 hour period; students cramming for an important geography or history test often come to touch the globe.

WADA ATHLETIC TRAINING CAMP

Mameda Town, Oita, Oita Prefecture

Japan takes its baseball seriously, even the occult side of the country. Many of the students at Tanso Middle School attend daily batting practice here after classes end for the day. It's a good place to build strength, speed and accuracy and more than one National League champion owes his career to early lessons at Wada Athletic.

The kids have all kinds of rumors about the place: the head coach is Bloodstrong, the batting coach once played with the Hibagons and survived the experience, half the ball players are cyborgs, the blood of Momotaro himself flows in a teacher's veins….. It's all middle school BS. Nothing more supernatural than sweat and long hours of painful practice is going on here. That tends to be even more amazing to the young mages attending Tanso Middle School.

THE PRETTY HELLS

Beppu, Oita Prefecture

Oita is warmed by volcanic activity, and is host to multiple hot springs, nicknamed locally 'the hells' or *jigoku.* Many of these hells have strange properties, and more than one earns its name. Succubi lounge in water hot enough to boil away a man's flesh, beautiful and threatening, and prey on Oita's weak-willed men and women at their leisure.

There are more succubi in Oita than there are stars in the sky, and the worst prey on the little girls of the Tanso Middle School- female demons with a taste for virgin gore. H-Children and Lolivore are dangerously common here, and Tanso Middle School's students are taught to recognize the signs of an H-Child's dark temptations.

UMI-TAMAGO AQUARIUM

Beppu, Oita Prefecture

Beppu is strongly dominated by the water element, and this is on display no where as much as at the city's famous aquarium. Umi-Tamago is host to several families of gorgeous merfolk, who cavort in the waters and play strange games for the amusement of the tourists. Waterborn sorcerers and Kami are common here, as are children born with the *Child of the Octopus* feat.

The aquarium auctions off *Hirosaki*-based magic weapons and occult wonders that allow waterbreathing every spring as part of its regular fundraising. The aquarium usually donates some *Hirosaki* minor trinket to Tanso Middle School as a prize for annual paintball championships or academic performance.

THE FORESTS OF MIYAZAKI PREFECTURE

Miyazaki Prefecture

Miyazaki Prefecture is mostly forest, sparsely populated.

Across much of the Prefecture, the only difference between the 21st and 18th Centuries that in the 21st, national park signage and the occasional cell phone tower rising above the dense treeline. Only the occasional jet contrail spoils the purity of the prefecture's blue sky. Miyazaki Prefecture is primeval wilderness untended by druids, allowed to grow as wild as nature did before the Jomon people first came to these islands.

A dozen different breed of **Oozes**, as well as plant horrors like **Shambling Mounds** and **Mycanoids** call the Miyazaki

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forests their home. There are forest paths that lead directly into the Tatakama, marked by rings of strange mushrooms instead of the crimson arch of a *torii* gate. The prefecture's myriad slime and plant-based predators know these paths well, and use them both as a hunting ground and a refuge beyond the world when needed.

Several **Akaname** families live in the forests, migrating between the Tatakama and the Earth Realm wit the seasons, working as migrants and thieves in both realms. As long as they are free to sample the shit of two realms, they're content. Most subsist on day labor in the prefecture's scattered farms and towns, occasionally hopping a train and heading into one of Japan's mega-cities- places that are stranger to these rural filth-lickers than the twisted, mushroom strewn forests they call home.

THE WAITA FARM

Kadogawa, Miyazaki Prefecture

A small, rundown farmhouse just off a major highway is the home of famed animator **Ren Waita** (LN male Akaname Modern Spellcaster 7). Back during the early 1970s, he animated a cute kid's show about preschoolers and their talking toilets (which could transform into chibi samurai). Today the retired and obscure Ren Waita is known as a rather poor vinter and a simple old man who putters in his mushroom garden.

He's lived nearly 120 years, and is well aware of the fact that as Akaname, he is effectively immortal unless he does something stupid. And one thing the old man will not do, is anything stupid, which includes fighting the good fight (or any fight, really, if not absolutely necessary). Waita lives an immortal's life at a leisurely pace. He spends a day out of every seven studying old tomes and meditating on the nature of his arcane gifts, and the other six working the soil or watching local prostitutes shit (in that same garden) for his pleasure. Unlife is slow in his farm in Miyazaki Prefecture, and unlife is good.

Otaku still occasionally make their way to the dilapidated farmhouse, completely unaware of their host's true nature. Old Man Waita is a gracious enough host, offering guests the fine wine he brews himself, and mushrooms from the garden that has become his pride and joy. It's a game with him to see how far he can push his 'feeble old man' scam, and how much housework he can con out of his fans. He makes it a point to quickly hustle mortal otaku out the door, however, when one of his own kind comes calling, or if a client wanting potions or hired spellcasting arrives. Unlike other Akaname, he's only installed relatively low-resolution cameras in the farmhouse's guest baths, figuring he owes his fans at least a little privacy.

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MAWAYA'S BAR

A long, muddy mile or so down the road from the Waita Farm, this ramshackle, rural bar is a gathering spot for Akaname. It's owned by a curmudgeonly old Amakaze named **Hida** (LN male burakumin Akaname Commoner 8), who considers Ren Waita only a casual friend because they've only known each other since the 1920s. Despite that, Hida keeps a blinking neon sign of Ren Waita's famous animated toilet dancing over the dirty bar and calls it Akaname pride.

Hida can get fellow Amakaze jobs and places to stay with just a few minutes of work on the rotary dial phone in his back office. He's got a web of filth-licker contacts from Hokkaido to Tokyo, the numbers all in his undead skull.

SHOWGIRLS BAR

Officially a bar, Showgirls operates out of an old converted grocery store a few blocks down from Mawaya. It's a combination liquor store, neighborhood tavern and whore-house, run by an Akaname woman named **Sue Atataki** (N female burakumin Akaname Rogue 3) and a large double-handful of human prostitutes she trusts. The girls work mostly outcall and all were chosen for their willingness to do shit-play with the prefecture's Akaname.

For human prostitutes, working with the Akaname is a low-risk, moderate-reward job: the filth lickers aren't predatory or violent. Atataki's prostitutes are well paid, fairly safe and intimately familiar with Akaname and their culture…. on good terms with Black Japan's strangest undead. Some of Atakaki's prettiest and least inhibited girls make regular commutes to Tokyo, doing outcall for the filth-lickers of the **Wet Alley**. Occasionally, one of the girls picks up an occult package from one of Tokyo's enchanters to bring back for Miyazaki's Akaname in exchange for a few thousand extra yen for her trouble. On these occasion, Atataki usually sends one or two of her 'nephews' as muscle (use the Urban Akaname stat-block).

THE MIYAZAKI CAFÉ

Open only from pre-dawn to jut after lunch, this famous local café has been run by an Akaname named **Sago** (NG male hiemin Akaname Acoylte 6) since the seventies, or was it the sixties? Either way, human and Akaname alike have been coming here for decades. The food is good, and just about every dish involves mushrooms in some way or another. In addition to the mushrooms he gets fresh every morning from Waita's farm, Sago keeps a huge mushroom garden of his own out back that patrons can stroll through after their meal.

Sago has a little bit of magic, mostly via an understanding of the natural world. He brews healing soups made with indigenous mushrooms that can heal living humans and undead Akaname alike. The Miyazaki Café isn't just famous for its soups or fresh-baked bread though. It is one of the few places in the modern world where the energy flows and karma are right to allow female Akaname to give birth to their undead children. Akaname women come from around Japan to squat in the mushroom garden and push out their filth-licker children. Most of the time, these visits are unnoticed by the outside world, but on the rare occasion multiple Akaname come here to give birth at the same time, the race's warriors congregate here to protect the women.

Whenever an Akaname woman does give birth here, Sago hangs brown and gold bunting around the shop and runs half-price breakfast specials for a week or two in celebration.

THE AMANO-IWATO SHRINE

Outside Takachiho, Miyazaki Prefecture

When she was dishonored by her divine brother, the Impetuous Male, Tateheya, **Amaretsu** hid from her heavenly responsibilities in a cavern complex in Miyazaki Prefecture. The Amano-Iwato Shrine was built on the site.

Amano-Iwato sits at the headwaters of a river, the cavern where the sun goddess hid slick with moss and mud. Piles of river stones in neat pyramids line the approach to the cavern. Inside, the cavern is hot and humid, regardless of the season, and the deep recesses of the cave flicker with a faint luminescence as if the sun still hid somewhere in the darkness. Unlike other shrines, the torii gates leading to the shrine are a milky, luminescent white rather than vermillion. At night, these gates glow like the sun itself (functioning much as a *daylight* spell). The actual shrine is a large complex a few hundred meters from the sacred cavern itself, a low wooden building in the classic Japanese style. Like the torii gates, the shrine's prayer hall always glows with bright daylight.

The shine is tended by **Akira Nikko** (LG female Kami Oracle 11), who carries out Amaretsu's will in the modern world. The temple's miko, with skin of burnished gold, is as reclusive as the goddess she serves once was, but unlike Amaretsu, she has never regained her extroversion and courage to face the darkness of the world. Miko Akira remains hidden in the shrine or in the small home she maintains just outside the sacred grounds, never venturing outside of its protective confines. She can't sleep, except bathed in the temple's endless sunlight, and has an intense phobia of crowds, darkness and open spaces. Within the self-imposed limits of her mental illness, Miko Akira provides what aid she can. She works tirelessly to produce

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sacred weapons for the heroes that do have the courage to venture into the darkness, and to puzzle out her strange, portentous dreams, trying to separate trauma and fear from true divine inspiration.

MT. SAKURAJIMA

Sakurajima, Kagoshima Prefecture

Sakurajima was a tiny island encircled and enveloped by the rest of Kagoshima Prefecture, until an eruption of its volcano during the 1960s dumped enough matter into the bay to create a thin land bridge to the mainland. The former island of Sakurajima is just a short ferry ride from the prefecture's capitol city. At the center of the tiny, forested ex-island Mt. Sakurajima constantly rumbles and occasionally erupts with plumes of thick, grey ash. Mt. Sakurajima hasn't properly erupted in centuries, nor is it expected to any time soon. Occasionally, an especially dense plume of smoke blots out the afternoon sunlight and brings the daily business of Kagoshima City to a grinding halt.

As Mt. Sakurajima is very volcanically active, and as such visitors aren't allowed within 2 kilometers of the caldera. Only seismologists and park rangers regularly visit the small island; most tourists just see the cloud-topped peak of the volcano from the ferry. Effectively abandoned by the modern world, Sakurajima island is a place of untapped elemental beauty. Creatures of elemental fire, water and earth are common here. Sometimes beautiful Kami of flame and magma are born in the caldera- they awaken, and walk nude and glorious, their bodies still glowing with heat, into civilization.

THE OLD SAKURAJIMA ONSEN

This onsen has stood just across the waters from Sakurajima since the spring of 1947, replacing an even older structure that was bombed flat during the war. It was once popular, but never historically or culturally important beyond the prefecture borders. The Old Sakurajima Onsen's one brush with history was unnoticed by history. The only trace of the enigmatic event are a pair of petite, female footprints melted into the concrete steps.

When the volcano last erupted, creating the landbridge that linked Sakurajima to the mainland, a particularly powerful Kami was born. Naked and burning, she walked across the new spine of rapidly cooling mamga, finally collapsing on the front porch of the Old Sakurajima Onsen. The owner found her, and when she cooled enough to touch, he took her inside the in and nursed her to health.

Jubei (LN male human Commoner 5), had just taken over the onsen from his father when he saved the Kami, whose name he never learned. When she left about a week later, she took his heart with him. Despite the fact the onsen hasn't turned an actual profit in a decade and a half, Jubei keeps it open, hoping she'll return. He also keeps the strange artifact the Kami left in his care: a naginata with a haft of fire-blackened steel, and a point of swirling, lava that has never cooled. Before she left, the Kami told Jubei that either she or another of her kind would one day come to claim the weapon.

LOLICON BEACH

Ibusuki, Kagoshima Prefecture

The nameless stretch of warm sand nicknamed Lolicon Beach is infamous throughout Black Japan and beyond. Visitors bathe in the warm waters of a mineral rich crater lake, and the years, the callousness of adult hood falls away. Briefly returned to adolescence, but retaining adult lusts and a mostly adult mentality, lolicon and shotacon romances flourish at the garish pink love hotels overlooking the sands.

GAME RULE INFORMATION: LOLICON BEACH

Humanoid characters who bathe in Lolicon Beach's unnaturally warm waters for at least an hour are affected as by the spell, *threefold aspect* (CL 20th), which affects them per the *youth* aspect of the spell. Unwilling creatures can resist the transformation with a DC 22 FORT Save, which must be repeated for each additional hour of bathing.

ARIGANE MEDIA GROUP GUEST HOUSE

Arigane Media owns a palatial vacation house with a commanding view of the pinkish sands of Lolicon Beach. The photogenic young starlets and junior idols who work for AMG are constantly streaming in and out of the home, as are executive producers and managers on vacation. Half of the AMG's controversial "tropical vacation" DVDs are filmed here: glamorous idol children playing in the warm waters, wearing skimpy swimwear that's almost pornographic, but not quite, not legally.

Arigane executives, including the group's CEO**, Jisei Shinkosha**, sometimes use the lavish estate for their own private parties. On party nights, high-pitched J-pop squeals drift along the beach, and the glass-fronted mansion glows like a star. Multibillionaires and media darlings fuck preteens in every orifice, and film videos the general public can't buy at any media outlet. The Arigane Group executives are a little more careful than other predators: they never leave any permanent marks, and make it a point not to physically damage their young stars.

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During the off-weeks, the guest house is less safe. Shinkosha's pet child-demoness Ringo often plays here, with other children from Hell. A clique of sprightly and lethal **H-Children** and **Lolivore** predators hunt here. While these demons prefer actual children, they've discovered that Lolicon Beach is an excellent hunting ground, and adults who have suddenly become children again are shockingly easy prey…and though the meat isn't quite as supple, murdering something small and cute is always delicious.

If they aren't 'playing' in the guest house, the child demonesses sometimes congregate in an old lifeguard station down the beach. They can usually be found there, sleeping during daylight, bellies swollen full and lusts satiated.

FASHION WATERMELON

Courtney Ashito (LE female gyaru human Aristocrat 5) runs this small vaction-wear boutique, selling 50,000 yen designer bikinis and lingerie only millionaires can afford. Ashito-San is a cold, imperious woman who never lets herself display any trace of emotion beyond a wry amusement.

The always fashionable Ashito-San provides the costumes for all of the Arigane Media Group's locally produced "tropical vacation" DVDs, and a few months after the DVDs hits sells the used panties and swimwear to the highest bidder in hermetically sealed vacuum packaging.

Ashito-San is a close personal friend of CEO Shinkosha, and Ashito-San's only daughter was one of Shinkosha's 'special projects', and one of the hottest junior idols of the early 1980s. Payment for her daughter's virginity bought Fashion Watermelon and made Ashito-San a major name in the designer women's wear market. Ashito-San's official biography doesn't mention her daughter…. nor the overdose of heroin she administered to the broken girl in her bathroom.

THE BEACH EPISODE

"The beach episode" is a very common type of fan service, as prevalent in all-ages anime as hentai. Simply enough, the anime's cast visits the beach, a lake, or takes a tropical vacation. In a long running series, the beach episode is basically filler, a pause between major story arcs, and a chance for creators, audience and characters alike to catch their breath. It's also a chance to show the female cast

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members in skimpy beach wear (or even less, if visiting a public bath or onsen), and a chance for romantic plotlines to come forward.

Lolicon Beach makes a great candidate for an adventure location when your campaign needs a beach episode, as does Lake Kizaki's incestuous resorts. Both areas offer an excuse for players to engage in normally taboo behavior- they are adventure locations where normally unacceptable conduct (underage sex or incest) becomes not only accepted, but perfectly acceptable.

JAXA LAUNCH FACILITIES

Tanegashima, Kagoshima Prefecture

The Japan Aerospace Exploration Agency's largest and most critical launch facility is located on remote Tanegashima Island. In addition to the regular liquid-fuel and solid-fuel rocket launches that carry supplies to the ISS or place satellites in orbit, classified launches utilizing more advanced technology take place several times per year. A bank of deep space scanning antenna and an ansible comms system capable of FTL communication rise from out of the shallows along the island's western coast line, along with an array of radio-telescopes and satellite uplinks. Tanegashima contains hanger and sea-launch facilities for the Japanese government's small fleet of faster-than-light exploratory craft.

THE PILGRIMAGE ROAD

The largest and most advanced starship ever launched from the facility, the Pilgramage Road is crewed by Shinto and Buddhist clergy and Goryohime EVA experts who can perform boarding actions and craft repairs without the necessity of a space suit. Heading towards the galactic core, in search of answers to great theological questions, and in hopes of answering: what is the nature of the jet black mega-structure at the heart of the cosmos? Launched nearly five years ago, the Pilgrimage Road communicates with JAXA via the island's ansible array and occasionally intercepts unmanned resupply drones launched ahead of the Pilgrimage Road. Its journey will take another decade and a half before it reaches the center of the galaxy, and at least two decades to return, if it can.

Captain Motoko Sudo (LG female Human Fighter 10/Witch 3) commands the *Pilgrimage Road.* After washing out of Assault Witch training as a young woman, Capt. Sudo proved herself a capable commander in the Maritime SDF. It took years, and left the officer feeling like a failure, sending her into a deep depression that no one in the chain of command noticed. Capt. Sudo earned command of JAXA's flagship after her long-suppressed occult talents awakened, in the form of dark dreams revealing details of the mission unknown to anyone outside the highest echelons of JAXA. Finally feeling like the woman she always wanted to be, Capt. Sudo has adapted well to spaceflight. She is quick and decisive, and never

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dismissive of her crew's contributions. She's exactly what a captain should be!

Capt. Sudo is accompanied everywhere by *Osprey*, her raven familiar, that perches on the shoulder boards of her uniform and thrives in free fall. Osprey whispers secrets of theoretical physics and the stellar cartography of the galactic core when Capt. Sudo sleeps. Though her crew has noticed, Capt. Sudo doesn't realize that she's been sleeping more, and depending on her familiar's silent advice more and more. These days, it's hard to tell who the real captain is: the woman in the starched white uniform, or the creepy, black bird perched on her shoulder.

CHIRAN SPECIAL ATTACK PEACE MUSUEM

Outside Chiran, Kagoshima Prefecture

During the last days of WWII, kamikaze pilot launched from Chiran Air Base on their first and last combat sortie. For many decades Chiran has been closed to military use, known best for a haunting museum to the kamikaze pilots who sortied from here, and the young girls assigned to their care. Schoolgirls from throughout Southern Japan were conscripted as *nadeshiko,* who acted as a combination of maids and little sisters for the pilots…and living reminders of what the young kamikaze were dying to protect. When pilots sortied from Chiran, the nadeshiko gathered on the runway to sadly wFave goodbye.

The ***Chiran Special Attack Peace Museum***, built on the site where the pilot's barracks once stood, was started by surviving members of the *nadeshiko.* The museum, though remains little visited and fairly obscure by WWII-history standards. Exhibits recall the brief lives of the pilots stationed at Chiran and the young girls who cared for them, showcasing the often touchingly mundane aspects of life at the Chiran training base.

THE NEW NADESHIKO

For the first time in 70 years, the runways of the Chiran Special Attack Base are active, and fliers are sortieing from the base. Only this time, these fliers are brave young Assault Witches, flying to protect the lives and souls of all humanity. And just as before, these fliers are attended by a growing cadre of all-new, all-volunteer *nadeshiko.*

When the Assault Witch program was inaugurated, the museum curator's daughter campaigned to reactivate the *nadeshiko* program, and though it took a few years and almost unimaginable effort on her part, **Mina Wakamatsu**

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(LG female human Cleric (of Kata Yagami) 4) was able to gain approval to restart the war-time program. Like the *nadeshiko* of WWII, young volunteers are assigned as support staff for the Assault Witch program- most of the modern *nadeshiko* being stationed at Misawa Air Force Base. Like their war-time counterparts, the modern *nadeshiko* do laundry and maid service for Assault Witch pilots, but unlike their forebears, the new *nadeshiko* are also skilled arcana-techs, capable of fully field stripping and reassembling the magical weapons and jet boots used by the Witches.

Mina has dedicated herself to two ideals, which she cherishes above all else and will never willingly violate. She believes in the sacred, honorable duty of maid service, and is also utterly committed to Japan's post-war military pacifism. As a result, Mina and the *nadeshikos* she recruited only provide direct tactical (as opposed to domestic) assistance when the Assault Witch squadrons deploy on humanitarian and disaster relief missions, never when they deploy for offensive combat. General Masamune trusts the young activist enough to let her run the New Nadeshikos in her own way. It was Wakamatsu's decision to concentrate purely on disaster relief rather than military missions- her personal interpretation of Article Nine and her way of honoring the spirits of her strike-base's first tenants.

Mina believes she was either a kamikaze pilot or a nadeshiko in her previous incarnation, and either way, her karma is bound tightly to the New Nadeshiko pilot program. Many of the girls who volunteered for the program also share a past incarnation at Chiran, and as they progress in their training, the memories of their prior incarnation come more clearly.

FIREFLY DETACHMENT

Commander Reiko Torihama (use the Assault Witch Squadron Leader stat-block) leads the Firefly Detachment of Misawa's Assault Witch program. The Fireflies are a small wing of Assault Witches, officially operating as a detached part of the **105th JOG.** The Fireflies are stationed at Chiran not only to protect the New Nadeshiko training center, but to provide the Assault Witches with a southern punch. From Chiran Special Attack Base, Assault Witches can rapidly deploy to anywhere in Southern Japan, the Philippine Sea or the Indian Ocean, as needed.

Commander Torihama is a driven commander, spending as much time in the air as she does behind a desk. She personally commands most of her squadron's sorties, only devolving command to one of her junior officers on those rare times command duties call her to Misawa AFB for policy briefings. As a result, the Firefly Detachment depends on its CO perhaps more than is healthy, and has not developed the senior enlisted and junior officer corps that Lion Squadron has developed.

Torihama would prefer the New Nadeshikos to take a more active role in her frequent combat deployments, and isn't above bullying Mina and her girls to get results. Their occasionally tense working relationship doesn't stop the two women from loving one another, continuing a relationship begun seven decades ago. In her previous life, Torihama died on a kamikaze mission, his/her last thoughts of the beautiful nadeshiko left behind on the runway at Chiran.

OKINAWAN ARCHITECTURE

Okinawa's homes are significantly different than houses elsewhere in Japan.

Where most Japanese homes are wood, light and airy, Okinawan homes are heavy concrete with barred windows, as a precaution against typhoons. Roofs are flattened slopes with crimson cemented tiles designed to withstand a strong blow. Paired statues of guardian beasts called *shisa* flank the entryway or rest at the peak of the roof, protecting the house and its inhabitants from ill fortunes. One lion-like *shisa* roars, to scare off evil, while its partner holds its mouth closed, to trap good fortune.

OKINAWA PREFECTURAL POLICE

Okinawa's prefectural police have just as much (if not) more experience in anti-supernatural warfare as Police Section Seven, with a budget half the size. Police 'Shisa Squads' are deployed via fast boats and light aircraft to trouble spots anywhere in the archipelago. Membership in a Shisha Squad is a badge of honor only offered to veteran police or JSDF members, and requires a grueling 18-month apprenticeship and orientation program. Shisa Squad officers are expected to be expert shots with a variety of small arms, hand to hand experts, trained criminologists and demonologists, as well as holding pilot licenses for a variety of small air and watercraft.

The Shisa Squads are commonly deployed to investigates sightings of the **Hibagon's Night Stadium**, and hopefully to rescue captives before the oni rape them to death in a grim and often failed race against time. They are also called to deal with **Corrupted Marines, Hell's Conscripts, Ushi-Oni** and other minor occult threats to the public. Though they cannot officially sanction the activities of the Eyrines Sisterhood, Shisa Squad cops know the signs and codes used by the Sisterhood and tend to cooperate with them a little, when the bosses aren't looking.

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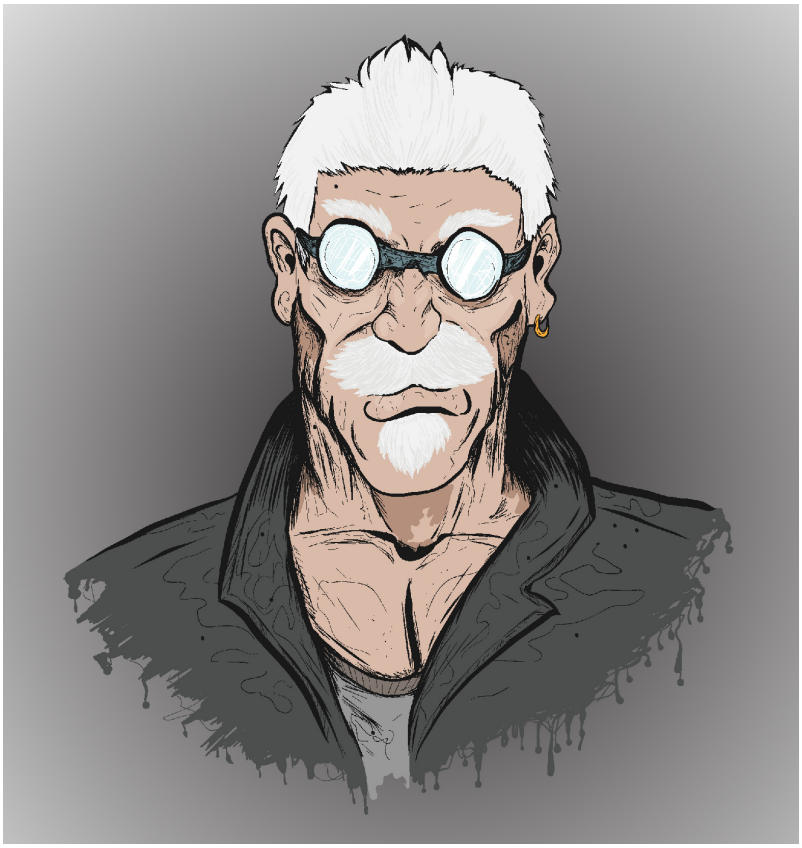
Officers assigned to a Shisha Squad are distinguished by a colorful patch worn on the sleeve and a unique ball-cap. Junior member wear a patch of an open-mouthed *shisha* beast, while veterans of at least 10 years seniority wear a closed mouthed patch.



SUPERINTENDENT-GENERAL HACHIRO USHIJIMA

The Okinawan Prefectural Police are commanded by **Superintendent-General Hachiro Ushijima** (LN male human Warrior 11/Magus 2), a man of nearly ninety, who commanded Japanese forces on the islands during WWII. He's successfully fought off mandatory retirement for three decades, and shows no sign of failing his annual physical anytime soon. There's a chance he may be immortal, though Superintendent-General Ushijima is certainly not un-aging: his body is a grey slab of leather and corded muscle , sustained by pure ire.. "The old man" is dangerously humorless and demands perfection from his men, but nobody knows the Okinawan archipelago better than the ancient warrior.

OKINAWAN INSTITUTE OF ADVANCED SCIENCES

Naha, Okinawa Island, Okinawa Prefecture
School Colors: Blue and silver.
The heart of Naha City is a dense maze of modern buildings and office buildings. The Okinawan Institute of Advanced Sciences is a crowded campus dominating a light-industrial neighborhood. The OIAS is a hotbed of advanced technology and many of the scientists working for JAXA got their degrees here, and many of the components used in Japanese aerospace are assembled in clean rooms here.

The OIAS is allowed to examine and reverse engineer recovered *Battlechanger* technology under governmental oversight, as well as several demonic artifacts recovered by Chrysanthemum Seven. Dangerous artifacts are stored in a subterranean bunker retro-fitted from an older clean room, and protected by human and cybernetic elites. The OIAS has the facilities to produce new full conversion cyborgs, as well as perform routine maintenance. The campus' cyber-berths can produce up to ten new heavy cyborgs per month, at maximum production, though finding skilled cyber-surgeons willing to shoulder the caseload is always a problem. Priority is given to military cyborgs and cyborgs converted after life threatening injuries.

Mechanical lifeforms, including cyborgs, POETICA, Tetsujin, Battlechangers and other mechanoids are common around the institute campus. Most incorporate blue and silver hull plating or chassis coloration- or luminescent blue eyes and long silver hair in the case of local POETICA.

THE MONSTER'S JUKU

Naha, Okinawa Island, Okinawa Prefecture
School Colors: Black and grey, with mandarin collars for male students. The school's crest is a blood red heart overlaid with an inverted cross.
This rundown preparatory school has another, more ordinary name, but no one ever uses it. Hidden behind an eight-foot stone privacy wall, the **Monster's Juku** (the Japanese term *Juku* is common slang for a less than prestigious school for students who have failed out of better institutions.) is an impoverished sister-school to the prestigious Clovers Academy.

The Monster's Juku is a place where the most optimistic of Black Tokyo's exorcists and demon hunters send young abominations, in the hopes that education can overcome dark lusts. Young demons, cuddly oni Kami, and demonic rape-spawn captured by Section Seven and Chrysanthemum Seven are sometimes exiled to the crumbling Okinawan school rather than killed outright.

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The students of Monster's Juku face a choice- learn to be nice or die at the hands of one of the tutors. For many of Black Tokyo's creatures, the Monster's Juku is a last chance at life, a magically aware version of juvenile hall, complete with its own Death Row. The student body is relatively small, with each graduating class only boasting two or three homerooms. Monsters of all sorts are common here, as are sadistic Modern Spellcasters who committed horrible atrocities with their first spells, predatory undead of several breeds, and teenaged Freudian Oni who attend classes in hopes of controlling their inner demons.

The Juku's reluctant students are capable of surprising amounts of school pride, and have a fierce rivalry with the better groomed, more erudite Clovers students. Sneaking off to outwit a Clovers detective squad (or to prey on a pretty Clovers student) are time honored school traditions. Since most of Monster's University students enjoy watching women suffer and die, students of both genders often begin strange, melancholy romances with the girls of the Hanging Academy.

The teachers at Monster's Juku are strict and often cruel, and most are veteran exorcists and monster hunters. They allow their charges off campus only with a wary chaperone, usually a lethal Futakuchi or Eyrines Sister. Those students who must prey on humans are allowed to do so only under a teacher's direct supervision. Occasionally, upper-classmen are allowed to assist Tokyo's police force in hunting others of their kind. The school claims right of first refusal over any young monsters its students assist in the capture of. Because of this, for the kids of Monster's Juku, today's adversary may be tomorrow's roommate.

The Monster's Juku is administered by a living riddle referred to only as **Jingo**, a severe woman of jet black hair that trails behind her like a bridal train. Shadows obey her every word, and obscure most details of her face and form. She displays disturbing relish in executing those few students who prove truly incorrigible- though humane, these deaths are no less terrifying for that.

Unlike Black Japan's other magical schools, the Monster's Juku does not offer many clubs or extracurricular activities. Students who do well in the curriculum and control their baser urges are allowed to accompany the staff on combat missions. For the Juku's violent students, the thrill of beating something into submission is all the recreation they need.

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EYRINES SISTERHOOD SAFEHOUSES

Various Sites, Nara, Okinawa Island, Okinawa Prefecture

The Eyrines Sisterhood maintains several apartments in Nara for use by traveling sisters. As in **Saitama Prefecture,** most of these safehouses are rented anonymously, and many are equipped with ammunition stores and resupply points.

THE REVERED SHOGUN'S TOMB

USMC Camp Fulgrim, Near Ginowan, Okinawa Prefecture

The story's reported in *Stars & Stripes*, the US military's official daily newspaper, and on the local news, but nobody pays attention anymore. Another rape by a US serviceman. Another in a long line of atrocities and violent sins. Just another rape: another school girl or lady from a single's bar, her body invaded and defiled by some American.

Camp Fulgrim is beset with protests, its inhabitants locked within the small, embattled base more days out of the year than not. The base's gate guards endure the insults and spit and disdain of the protestors just outside the fence, but even for the Okinawans themselves, the protests are half hearted. They've become rote exercises of futile rage, because the native-born inhabitants of the island know the Americans aren't going anywhere. They bring too much money into the community, provide too many jobs, protect a bond between nations that is simply bigger than a single prefecture's pain.

And they know that no matter how many GMT (general military training) sessions the higher ups make the rank and file sit through, no matter how many disciplinary lockdowns the base is put on, the rapes won't stop. Things might quiet down for a week or two after an incident flares up, but sooner or later, the bases' Marines will venture out into the city's bar district and sooner or later… it'll all happen again.

Why?

Look beneath the base for answers, look to the warren of caves and fallout shelters carved into the living bedrock of the island. In 1968, a joint mission between the United States' **Department Seven** and their Japanese equivalents, **Chrysanthemum Seven** brought down one of the most fearsome and terrible *ushi-oni* ever to exist in the jungles

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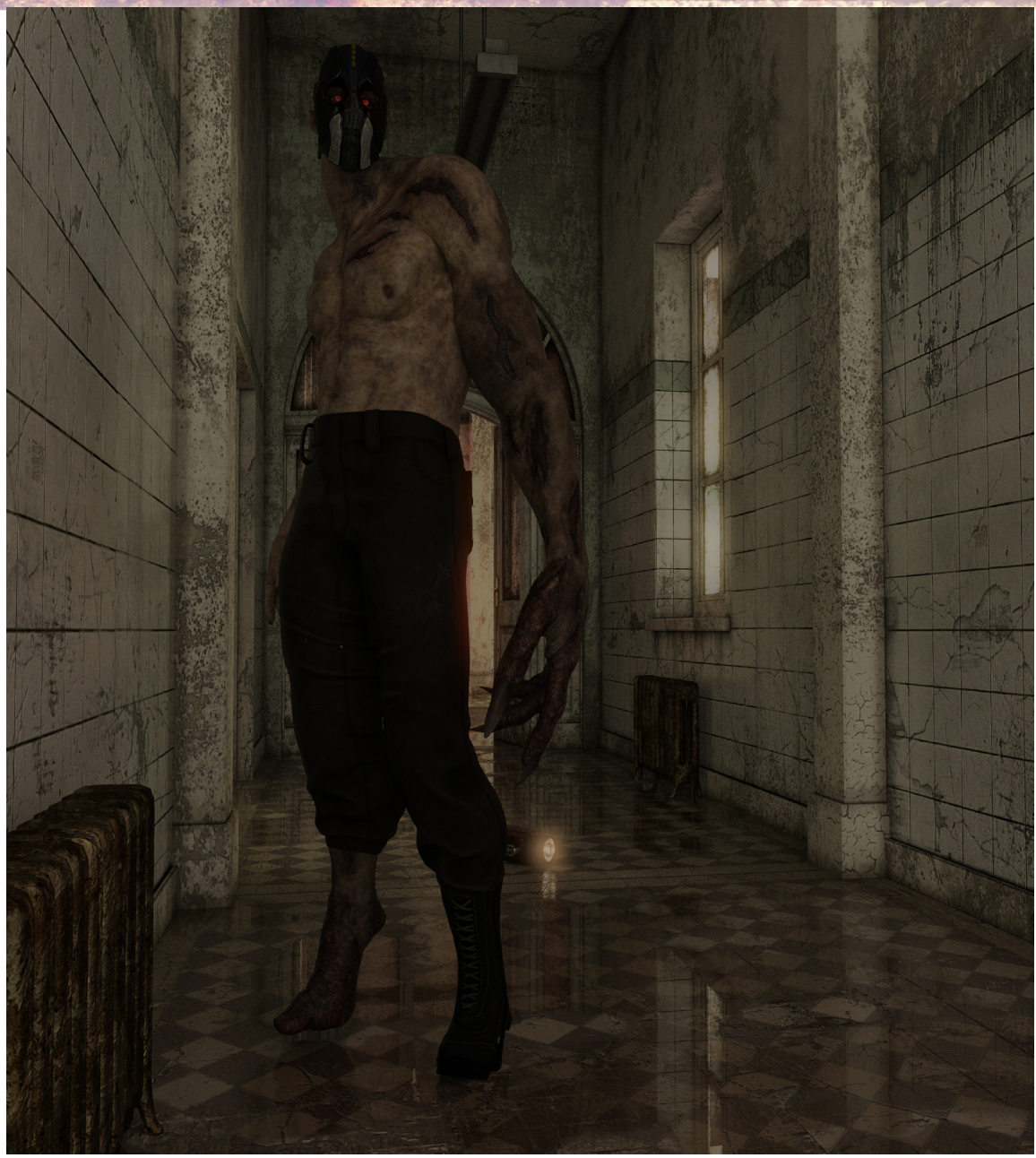
of Northern Vietnam. The oni, who answers only to the honorific ***Revered Shogun***, was responsible for some of the war's worst atrocities, and reveled in the brutal genocide that prefaced the Communists' rise to power. Too powerful to be killed, and far too clever to be contained by any lesser means, the Shogun presented the assembled exorcists with a horrific choice.



A prison was carved into the Earth beneath Camp Fulgrim, a cell from which the *Revered Shogun* could never escape. However, the tomb's wards required a sacrifice, a blood payment uniquely suited to the prisoner and his nature. Throughout his decade in Vietnam, the *Shogun* had shown a special relish for corrupting and then destroying American Marines, leading many of the exorcists to speculate that the Shogun was once a man, likely a Japanese soldier who perished sometime before Hiroshima and Nagasaki burned. And the assembled exorcists realized that the *Shogun* was at its weakest and most tractable when its attention was diverted by the sadistic games it played with mortals.

And so, to keep the imprisoned *oni* tractable, the **Exorcists of '68** built a single flaw into the demon's prison. Over the years, the *Shogun's* corruption would be allowed to leak out of its prison like the moral equivalent of radon gas, permeating the Okinawan archipelago and spreading its corruption. Otherwise good and honest Marines would lose their careers and their souls to a supernatural taint they didn't understand and had no defense against, and Okinawa's women would know pain and shame… all because that if the *Shogun* ever tired of his captivity and made a concerted effort to escape, he could inflict immeasurably worse.

The **Exorcists of '68** are a secret known only to the most highly placed agents in Japan's anti-supernatural organizations, and the number of people with conclusive proof of the location of *Shogun's* prison can be counted on one hand. A fringe minority of Black Japan's exorcists and priestesses suspect demonic involvement in Okinawa's troubles, but have no real proof. Deep cover **Chrysanthemum Seven agents** placed throughout the mystic community **have assassinated anyone** who comes close to finding the real truth about Camp Fulgrim .

The **Eyrines Sisterhood** in particular has lost more than dozen operatives on Okinawa, including a Night Sparrow and her armor. Even the militant furies of the Sisterhood realize that something strange is going on in Okinawa, and (uncharacteristically for them) they seem to view the island's many rapists as victims rather than monsters. Instead of a bullet through the face, they offer many of

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Okinawa's sexual predators a single chance at repentance and redemption. While many don't take the offer, and die just the same, a few do, and Okinawa is one of the only places where misogynist Freudian Oni work side by side with Sisterhood cells to prevent (or avenge) further violence against women.

THE REVERED SHOGUN'S TOMB

The only entrance to the Revered Shogun's Tomb is buried underneath a disused boiler room on the base's eastern expanse that hasn't fired since the 80s. The entrance is sealed, bolted and welded shut. None of the Marines on base have any reason to think the old boiler room is anything other than a crumbling military relic the chain of command can't un-ass itself to properly demolish. A few Millennial-aged Marines sometimes come out here to drink away from the barracks: some of them go back to the barracks with a heavy buzz on and dreams of sexual violence.

The ruined boiler room is watched at all times by a cadre of Chrysanthemum Seven operatives independent of the Marine chain of command. They have no issue with base personnel drinking near the tomb, or sneaking a smoke during a PT run, but anyone attempting to breach the forbidden tomb dies quickly and silently, and their carcasses get dropped somewhere in the Sea of Japan. Use a variety of military stat-blocks, including the Tokyo MPD Section Seven Operative stat-block for these kill squads.

The Tomb itself is a surreal pocket of non-reality accessible only from the welded access door in the concrete floor of the boiler room. The Tomb is a traditional Japanese castle beneath a blood red sky, a pocket of false reality designed to lull the monster trapped within into slumber. Hell's very own snow globe. The axis of gravity shifts as you cross into the Tomb.

ADVENTURING IN THE REVERED SHOGUN'S TOMB

The Tomb is a dangerous pocket reality carved from the ebony flesh of the Black Else itself and shaped into an approximation of the Earth realm.

- Spells and effects that summon creatures or allow for dimensional travel, as well as conjuration (teleportation) effects simply fail to function within the Shogun's Tomb.

- There is no sun, and no daylight within the Tomb. Spells and effects with the light descriptor also fail to function, and all undead within the Tomb (of which there are many) gain immunity to channeled energy.

- The Revered Shogun's Tomb protects a nearly god-like rapist as it imprisons him. Eyrines traits, feats and magic items simply fail to function within the tomb. The Iron Heart feat does not function in the Tomb. Non-evil characters within the Tomb suffer a -4 profane penalty on saving throws against spells and effects that the Iron Heart feat would normally provide immunity to.

- Gravity is mutable. The 'down' orientation can change seemingly randomly within the Tomb, often from room to room or even moment to moment.

CAVE OF THE NEGROES

A few months into the Occupation, a crime lost to history occurred, and went unnoticed. Three black Marines from a segregated unit were kidnapped when they ventured into town for some R&R, beaten and slaughtered. Their corpses were buried in an old cave a little bit outside Camp Fulgrim's perimeter; the three men were classified as deserters, and though the USMC looked for them, it didn't look very hard. The cave and its three murdered men passed into local legend as "the Cave of the Negroes".

The Japanese side of the story was that the three men had raped a local woman on their last visit into town, and that certainly may have been true. Alternatively, the three men might simply have been convenient targets for Japanese vengeance- and in 1947, the Japanese had many, many things to feel vengeful towards the USMC for. The truth of the murders- were the black servicemen victims or rapists themselves- can never really be known now. The three men themselves are dead, as is the woman they supposedly raped, and the townsfolk who cut their throats, and the townsfolk who covered it all up.

The last survivor of the event, who was a teenager during those days, confessed his part in the killings shortly before he too died of old age in a local hospital. And so the mystery remains – who was guilty, and who was innocent? Perhaps it was this Marine blood, possibly unjustly spilt, which stained Camp Fulgrim's karma so that it became an attractive prison for the *Revered Shogun.*

THE EXORCISTS OF '68

Most of the human members of the Exorcists of '68 are retired or dead now. Very few of them died in bed- most killed themselves, drank themselves to death quietly or were torn apart by one *Oni* or another. Few of the surviving members like talking about what they did back in 1967-1968, nor about the devil's bargain they signed in Okinawan blood and pain. Some of them are still out there though…..

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Arata Hoso now lives in the subway tunnels beneath Tokyo. A decade ago, something carved out his eyes, mutilated his tongue and shattered both his hands. His attacker stopped just short of killing him, but destroyed his ability to work magic forever. He wanders the tunnels as an eyeless beggar, but still knows all there is to know about mystic Japan….including the name of the creature that destroyed him.

Yosuke Naganori is an ancient, embittered Ghostkiss Investigator who works today as the groundskeeper at St. Francis Xaiver Cemetery in Nagasaki. He still works, and still fights on the side of good, but his heart hasn't been in it in years.

Karen Okabe was the sole female member of the Exorcists of '68 and a potent transmuter. She sold out and went to work for the Amakaze in 1972, and bred the first generation of Nekomusume. Today she's one of the wealthiest women in Japan, but hasn't left her estate in Chiba Prefecture since the early 1990s.

THE "REAL" CAMP FULGRIM

Camp Fulgrim is a fictional USMC base on Okinawa. It is located approximately where the real world's *Camp Foster* is. I decided to fictionalize the location because as bad as US and Japanese relations on Okinawa are, they are no where near as dismal as Camp Fulgrim's situation, nor are its Marines the unwitting slaves of a rape demon. (By the way, the Cave of the Negroes is 100% real, and one of the most fascinating historical mysteries I've ever encountered.)

The fictional camp is named for the equally fictional **Marine General Jethro C. Fulgrim**, who commanded the US invasion of Okinawa. General Fulgrim's troops included a Japanese-American Marine, **PFC Richard Sato**, who was instrumental in fighting the hidden 'occult war' obscured by the mundane fighting. Using PFC Sato as one of his best weapons, General Fulgrim was able to break the divine wall encircling Naha and lead his conventional forces to victory… though at the cost of thousands of Okinawan lives.

PEACH TOURS & TRAVEL

Various Sites, Miyako and Yaeyama Island Chains, Okinawa Prefecture

Peach Tours & Travel is a popular taxi service for tourists prowling the southern Okinawan islands. Branches (usually just a small water-side building with a docking slip for ferry boats and light sea planes) can be found on most of the islands. Peach vehicles aren't the most modern or luxurious, but they run, and their captains are pretty knowledgeable. Some of the staff know some interesting things about local ruins, semi-stable *torii* and supernatural dangers and will share what they know for a sufficient bribe.

THE MISHIMA ISLANDS

South of Okinawa Island, Okinawa Prefecture

These three rather desolate islands are covered by thick bamboo forests and are almost completely out of touch with the modern world. A battered old ferry called named for the islands sails between Okinawa and the remote islands twice a week (or less during choppy weathers). There are no banks, no ATMS, no big stores, no movie theaters or shopping malls, and virtually no cars anywhere in Mishima.

What there is….in one of the old fisherman shacks there is a family that claims to be the last descendent of the **Taira Clan**, thought extinguished in 1185. Moldering scrolls in a dusty glass case (put together as some weak imitation of a museum) trace the fisherman's family through 35 generations to the **Child Emperor Antoku's** sister- a character otherwise unknown to history. Very few Japanese believe the fanciful claim, about as likely as an Englishman claiming to be the blood descendant of King Arthur.

But **HIH Princess Aiko**, who holds the soul of the drowned Child Emperor in her tiny breast, has dreams of this place. Her footsteps appear spontaneously on the smooth white sand in front of the hut, while her body sleeps in Tokyo.

The patriarch of the fisher clan**, Jin Taira** (LG male Imperial Family human Dedicated 5) keeps a working *torii* he wove from local bamboo out beyond his boathouse. He too dreams of his ancestor and while he wants nothing more than to serve the reborn Child Emperor as he did during his first mortal incarnation, he's never left the island. He has no idea the significance of the strange gate he built during one of his many waking dreams, nor that Princess Aiko too dreams of another life.

Though Jin doesn't consciously know how to open it, his *torii* is a direct path to the palace of the great god **Tateheya.** Those who step through appear in the god's private garden, deep within the Tatakama, just a few hundred very dangerous meters from **Kusanagi,** the great lost sword of Japan.

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THE SHIKOME SECT OF THE EYRINES SISTERHOOD

Iromote Island, Okinawa Prefecture

The Shikome Sect are a heretical branch of the **Eyrines Sisterhood**, operating out of a disused and crumbling automobile factory in Okinawa's southern-most island. Possibly tainted by the close presence of the **Revered Shogun**, these hard-faced women carry out the mission of the Sisterhood with a viciousness that terrifies even their former Sisters. Like all Eyrines Sisters, the Shikome make it their mission to find and execute sexual predators, human and *oni-spawn.*

However, where true Eyrines Sisters do their best to comfort and empower victims, the Shikome Sect believes that some horrors are too much for a soul to bear and survive. Knowing beyond all certainty the truth of karma, resurrection and life-beyond-life, the Shikome deliver death to victim and offender alike. Predators are tortured to death, while prey are put to death gently, in hopes they will be reborn into a new incarnation free of a lifetime of pain and guilt that will only stain their karma.

The Shikome Sect are hunted relentlessly not only by the predators they oppose but also their former Sisters. Few Shikome survive longer than a few missions, but all of them believe they are doing something worthy, even if their methods are horrific. **Nikusui, Yurei**, and **Fallen Eyrines** comprise the core of the Shikohme, though a handful of blood thirsty Futakuchi are also members. Total membership is believed to be less than a hundred, across the Japanese archipelago.

The Shikome Sect was founded during the mid 1980s by **Abe Shikome**. Shikome (LE female samurai Yurei Fighter 8) began her life as an ordinary girl living near Camp Fulgrim. Her violation at the hands of

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a US Marine, and the murder of her toddler sister during the same atrocity, broke her completely. After the trial ended, Abe vanished, disappearing into the mystic underground for years. She emerged at 22, her once pretty face marked with the ceremonial scars of someone who survived a sojourn in the Black Else itself. Her first action upon her return to the Earth-realm was to murder her rapist, his parents, and seven members of his chain of command, up to and including the retired CO of Camp Fulgrim.

RYUKYUAN RUINS

Ishigaki Island, Okinawa Prefecture

A stone temple, dating back to the early era of the Ryukyuan (pre-Okinawan) civilization has been reclaimed by the jungle and grows wild with banana and pineapple trees. The ruins are built around an ancient portal to heaven itself, which opens spontaneously on nights of the full moon.

Ghosts are common here, and those seeking the spirits of their ancestors can come to the crumbling temple complex, merely speaking the full name of the deceased at a crumbling arch of vine-shrouded stone. If the soul has not yet been reincarnated, they can walk the courtyard as ethereal spirits until dawn and communicate with the living. If a soul has been reincarnated, spectral images providing clues to their current incarnation appear as drifting motes within the temple's earth-quake shattered courtyard.

The shrine is tended by the **Odas,** a family of Kami farmers, who tend a pineapple grove nearby. They regularly walk between heaven and the Earth Realm via the portal and are scholars of the intricacies of the fading and nearly forgotten Ryukyuan faith. The clan welcomes visitors to their sprawling farmhouse, and are especially eager to meet undead. They are excellent hosts. They offer sweet fruits and chat about the philosophical complexities of undeath, life and reincarnation with all visitors. The Odas are as comfortable debating the vilest Amakaze as the most benevolent Goryohime tourist. The Oda are committed to allowing free access to the temple complex by all, and their matriarch **Rino Oda** (N female Kami Druid 5/Oracle3) has the power, and more importantly the respect of the occult community, to guarantee the site's neutrality.

GAME RULE INFORMATION: THE RYUKYUAN RUINS

The Ryukyuan Ruins function much as a *commune spell* (CL 20th) on nights of the full moon. Alternatively, this can function like *speak with dead* at the same CL, save that the physical remains of a creature whose name is known are not required. The ruins only provide this benefit for the first supplicant to reach the temple site and speak the name of a deceased to the quiet night.

Characters might gain the Reincarnate feat (usually available only to starting characters) as a bonus feat, representing a re-gained knowledge of their former incarnations gained from a visit to the ruins.

PINK PIRANHA WATERSPORTS

Yonaguni, Yaeyama Islands, Okinawa Prefecture

Fabulous undersea ruins, some dating back to before humanity began recording its history in writing can be found off the coast of the postage-stamp island Yonaguni. The sea encircling Yonaguni is considered the some of the best shallow-water sport diving on the planet. There are dozens of dive shops scattered around the small town, as well as similar (and fiercely competitive) establishments on the neighboring islands.

The best of these dive shops (and the one most popular among adventurers) is Pink Piranha Watersports. The owner, **"Smile" Nakijin** (CN female Akaname Ranger 5) died in a diving accident a few years back and returned to consciousness as an Akaname, much to her delight. The 'watersports' in her establishment's name is an obvious pun about the predilections of her undead nature. Smile is just thrilled to be able to dive as long as she wants without worrying about an air supply, though since her 'rebirth' she's been extra careful about checking out rental tanks for mortals.

Smile knows a lot about the ruins off the coast, including some of the wildest rumors. Supposedly there are multiple portals to the Tatakama, as well as pockets of non-space opening on fabulous undersea palaces of the Dragon King. It's possible there are Wishing Pearls somewhere in the ruins- the mere presence of one might have given Smile her greatest wish at her moment of death. An eternity savoring the salty tang of the Okinawan sea, and the equally salty tang of piss.

SEALED CASTLE

A particularly impressive set of submerged ruins are known as "Sealed Castle". Whatever they once were, these ruins are a collection of angular structures buried beneath the sea and covered in moss and ancient coral. Though there doesn't seem to be a way into the hollow structures, sometimes divers come back up with stories of entering a watery wonderland, a palace of dragon kings and queens, beneath the waves. The Sealed Castle seems to be the most reliable of paths to the watery courts of the Dragon King.

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Non-Specific Locations and Plot Hooks

Japan is a tiny country, yet it is remains a nation filled with mysteries and wonders far out of proportion to its square mileage. The following adventure sites and plot hooks can be dropped into you campaign almost anywhere. Usually, a small geographic hint is provided: place *this* plot point in the mountains, place *that* one in a coastal region, place *this* other location somewhere warm, but the gamemaster is free to ignore all these suggestions as needed. A few of these free-floating locations are based on real world places, in which case those places are noted. Again, feel free to ignore real world history and geography as necessary to tell a good story.

These locations thrive on the surrealism of the best anime: dream-like images juxtaposed against a backdrop that almost looks like our modern world.

"Between Haruko-chan's Pretty Legs"

Any Urban or Suburban Shopping Area

The sexy and iconic "Haruko-Chan" is a gigantic, four-meter statue of fashionable gyaru in designer wear that was ultra-chic circa 1993. She stands proudly with her legs flanking the main entrance of a women's fashion mall. Everybody in the neighborhood knows, if you walk between her legs, you'll have good luck. And if you glance upward and her white fiberglass panties happen to switch to another color while you're looking, you might be especially lucky.

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GAME RULE INFORMATION: HARUKO-CHAN

A character passing between Haruko-Chan's spread legs receive as a +2 luck bonus on one of the following randomly chosen skill checks for the next 24 hours. If the character has the Gyaru cultural template, the bonus is +1d4 and she can choose the skill check enhanced.
Roll D4 to determine which skill is enhanced.
1 – Acrobatics **2** – Bluff **3** – Perform (sexual) **4** – Profession (any white collar)

A character can only benefit from passing between Haruko-Chan's legs once per 72 hour period. Each time the character passes, there is a 10% chance that her panties flash to one of the random colors, providing a different benefit, but removing the character's ability to benefit from Haruku-Chan for a lunar month.
Roll D6 to determine which skill is enhanced.
1- Red panties. Gain Pleasure Resistance 5 for 24 hours.
2- Orange panties. Gain immunity to mind-affecting abilities for 24 hours.
3- Yellow panties. Gain the *truespeech* quality for 24 hours.
4- Green panties. Gain the ability to reroll any single D20 roll once within the next 24 hours.
5- Blue panties. Inflict maximum damage with a successful melee or ranged attack once within the next 24 hours.
6- Violet panties. Gain the No Breath quality for 24 hours.

Occasionally, Haruko-Chan's panties flash eerier colors. The game master might decide these colors and unfortunate patterns appear: perhaps when a rapist walks between Haruko-chan's pretty thighs, or if a Goryohime does, or another condition is met. Dark colors inflict a curse, which lasts for 24 hours unless removed via *remove curse* or *dispel enchantment.*

Roll D4 to determine the curse.
1- Black Panties: -1 luck penalty on all attack rolls, saving throws and skill checks for 24 hours.
2- Black Panties (with red broken heart pattern): automatically fails CHA-based skill checks against members of your preferred gender for 24 hours.
3- Black Panties (with grey skull pattern): suffer a -4 penalty on saving throws against attacks by creatures of the Undead type for 24 hours.
4- Black Panties (with inverted cross pattern): suffer a -4 penalty on saving throws against attacks by non-good Outsiders for 24 hours.

DAIDARABOTCHI'S FOOTPRINT

Any Rural or Wilderness
Diadarabotchi was a legendary giant so massive he could straddle whole prefectures. In olden times, the giant's footprints would sometimes appear on mountain trails. The footprint is always a single impression, a dozen meters long, deep as most volcanic caldera. There's an equal chance that the footprint belongs to the left or the right foot. Many of these footprints are infamous tourist destinations, even the ones that were obviously man-made.

In modern times, Daidarabotchi's mysterious footprints have started reappearing in the wild places. These footprints are angular chasms seemingly carved with a precision laser, a perfect if somewhat angular representation of a human foot. The foot prints are at least ten meters long, and about half as deep, and occasionally flare with silvery-blue light. These modern-day footprints seem to have some connection to the enigmatic **Abyss** invaders.

GAME RULE INFORMATION: DIADARABOTCHI'S FOOTPRINTS

One of these footprints might appear overnight, and radiate strange energies for 1d6 months. During this time, the area within 500 ft of the footprint is considered a lightly irradiated environment, and all creatures with one kilometer of the footprint with the Abyss subtype gain a +4 competence bonus on Fly checks.

DAIKOKU'S HIDDEN NOODLE SHOPS

Urban Japan
The goddess Benten isn't the only member of the Fukujin who owns a business, but she's the only one making any actual money. The fat, ever jolly and endlessly fortunate Daikoku owns at least one alley-way ramen stand. Probably lots more, because the stories never put the place in the same town twice. Wherever Daikoku's hidden noodle shop pops up, it's always a tiny, badly lit, smokey dive without any kind of sign on the door. Inside, a fat Japanese man who might be 30 or 70 depending on how the light hits him, is working the stove. Daikoku takes the money of anybody who bothers to pay him, but never asks for yen from the poor, no matter how many times they eat his ramen. Daikoku's saved more than one life just by showing up at the right place at the right time.

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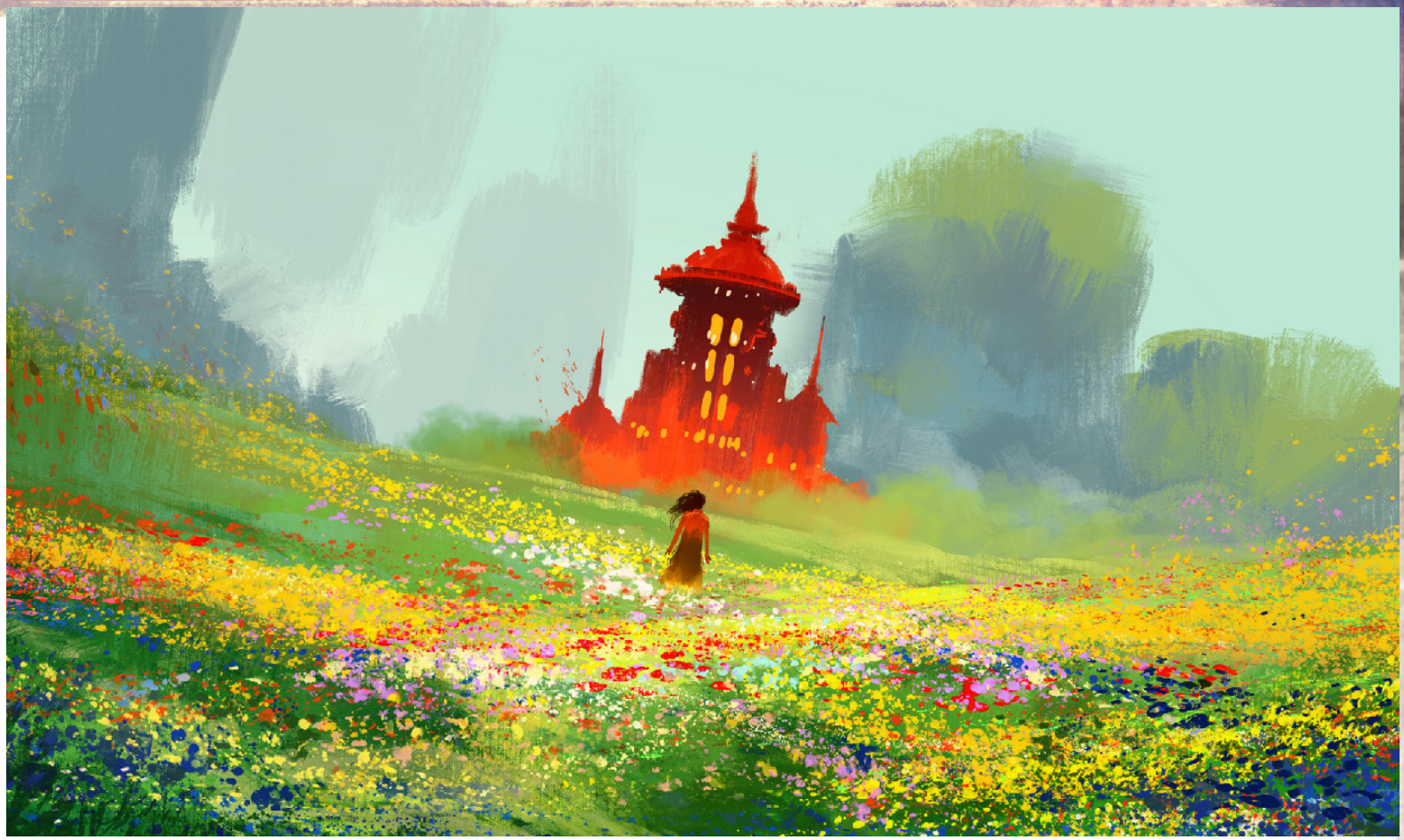

GREAT ENOSHIMA

Any Coastal

The legendary, magic-rich island of Great Enoshima hangs, impossibly suspended in midair a few miles from one of Japan's coasts. Great Enoshima is an inverted mountain hovering with its peak hanging just a dozen feet or so from the waves. The rocky slopes glow with long rills of violet crystal which gleam as brightly as urban lights in the darkness. The verdant upper contour of the floating island is home to a small and well-kept village built into multiple terraces cut into the hillsides. There are no streets, as such- the island is small enough that silver-white seashells pressed into service as cobblestones suffices for daily traffic. All the homes are painted a gleaming white, and the roof tiles are all some shade of yellow.

Great Enoshima is home to a population of peaceful, gentle and hardworking men and women of great magical power. The men tend the stores and run the restaurants, libraries, and apocatharies, while the island's women research new avenues of magic and serve as the often isolationist island's protectors. Great Enoshima is technically part of the Japanese Prefecture it abuts, and the native's culture has some Japanese traits, but its people do not consider themselves Japanese, either legally or culturally.

A large cadre of young flying witches (use the Benten's Delivery Girl stat-block) patrols the airspace over the islands. Japanese visitors are allowed if their intent's peaceful: known and trusted occultists are allowed to land on the island's slopes. Ordinary mortals on a day trip to somewhere wonderful climb a rope ladder lowered from the lower reaches of the inverted mountain, and make a long trek up narrow, winding stairs carved into the rockface.

Mayor Chihiro (LN female human Oracle 4) has held the office for about eight years, and so far her duties have consisted of mediating domestic disputes and ensuring relationships with Japan adhere to Grand Enoshima's staunchly pacifist constitution. Though kind-hearted, she is ill prepared to lead in any real crisis.

Brewer Kiyu (LN female human Alchemist 3) is the head of the island's Brewery & Vinter's Guild, which manufacturers everything from magical potions to the fine *pino grichio* served in the island's many cafes. Kiyu is a bit too curious, too greedy for the techno-toys of the modern world, and has been trading a bit incautiously in exchange for next gen game systems, smart phones and *Everysummer Idol* concert tickets.

Scout Suwari (CG female human Warrior 4) is the hotheaded captain of the broom patrol. She's a bit feistier

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than the other women of the islands and is pushing to open the island to a partnership with the *Assault Witches.* Even though she's pushing for increased logistical support, her proposal is a lot more directly confrontational than anything Great Enoshima has seen in centuries.

Restaurateur Lupin (NG male human Expert 3) is the owner of the *Floating Rock Bakery* and one of the most eligible young bachelor on the island. Many of the girls in the broom patrol come in daily after their flights and about 80% of them have deep crushes on him.

GREAT ENOSHIMA'S ORIGINS

Great Enoshima might not exactly be 'real', even though references to the mysterious floating island can be found in Japanese texts dating back to the 10th Century. If anyone knew what **Arthur Tezumo** was working on, aside from his best friend **Urushai Abe**, they'd realize that the fictional island of his masterwork is an exact duplication, down to the smallest detail, of daily life in Great Enoshima. Has Tezumo's masterwork already succeeded? Did he create Great Enoshima *ex nihlo*? Or will he soon? And what happens if he can't?

HEALTH-XX

Any Urban

A dangerously clever ***Gurofiend*** (BB2), much more intelligent than his bestial cousins has taken up residence in the back room of this neon-lit women's gymnasium. The Gurofiend has turned the female instructors into his catspaws – every evening, they bring the rapacious oni a woman from one of their classes, and in return, the Gurofiend gives them pleasures no mortal man or woman could. All of the Gurofiend's pawns incubate lesser Gurofiend fetuses – they don't know about the demonic pregnancies, and won't until the monsters inside them crawl out their torn intestines.

"THE KITSUNE'S SENTO"

Any Japanese Forest or Mountains

This tiny natural cove is found in the bend of any river, or perhaps nestled in a mountain hot spring and bordered by huge, mossy boulders. A fallen and vine-strewn tree trunk has rotted naturally into a shape very much like a traditional fox statue: to complete the resemblance, a bright red shawl hangs from the wooden fox' neck. The wooden fox overlooks the bathing hole, joined by a half dozen more traditional stone foxes. Live foxes, many of which might be *Kitsune* in their four-footed forms, always lurk in the tangled undergrowth.

GAME RULE INFORMATION: THE KITSUNE'S SENTO

The Kitsune's Sento is a place for romantic trysts and carnal rendezvous among Kitsune. Kitsune who engage in a sexual encounter within the naturally warm waters not only

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gain a +2 circumstance bonus on all associated Perform (sexual) checks, if any Kitsune participant in the act has the Another Tail racial feat; they may choose any sexual partner. If that chosen sexual partner is both a Kitsune and succeeds at a DC 20 Perform (sexual) check, they gain Another Tail as a bonus feat. A particular Kitsune can benefit from the Kitsune's Sento only once in its long, long life.

NAGORO VILLAGE OF DOLLS

Rural Japan ***(real world location: Shikoku Prefecture)***
Several of Japan's more remote and rural villages are facing a population implosion: the eldest of the village are dying off, birthrates are collapsing and the younger generation is fleeing to the mega-cities. More than one rural village simply vanished, if not exactly overnight, than over a decade or so of gradual decline.

One such village was repopulated in the oddest manner imaginable. One of Nagoro's last residents, a dottering old woman in her seventies named **Tsukimi-San** (N female human Commoner 5) started handsewing life-sized cloth dolls wearing the clothes and in the image of the fiends and neighbors who abandoned her.

A few months after she started making the dolls, new life, but not human life came to the fading Nagoro Village. Escaped **Ningyou** made their way here, drawn by strange waking dreams of a village peopled by dolls. The Ningyou befriended the last few humans living here, and began helping Tsukimi-San craft and repair her dolls, gradually becoming more and more like the village's lost people in the doing. Nagoro Village of Dolls is one of the few places in Japan where Ningyou live free, even if they live in obscurity and self-imposed exile from the world.

SURREALITY STEAM ENGINE

Any
With the size and mass of a five-story office building, this gigantic structure looms large over the landscape, a huge and stubborn bastion of impossibility so massive it becomes unnervingly easy to get used to. The Surreality Steam Engine is a gigantic, baroque clockwork of rust-red iron and bronze hex bolts wider than a grown man's outstretched arm span. There are several of these enigmatic contraptions found throughout Japan; most loom large over the outskirts of small towns, but some are found in otherwise remote locations, with the only sign of civilization being the highway or *shinkasen* line nearby.

Ordinary people living near a Surreality Steam Engine mentally parse the things as some kind of odd factory, built according to truly bizarre architectural principles. Many local workers take decent, high-paying assembly line work with the 'factory', with direct deposits even finding their way to workers' banks on a regular and predicable schedule. Workers come home weary but satisfied, even if they can't exactly figure out what they're actually building, or why no elements of a working supply chain ever take finished products out of the 'factory'. Whatever the reason, it's not worth much of a thought after clocking out.

ADVENTURING NEAR A SURREALITY STEAM ENGINE

Life near a Surreality Steam Engine gets quietly and dangerously strange, though ordinary people living nearby require nothing short of a ball-bat upside the head to get them to notice.

- Non-adventuring NPCs within 5 miles of the Surreality Steam Engine must succeed at a DC 25 WILL save to even parse the device as anything out of the ordinary. This effectively functions as *suggestion*.

- There is a cumulative 5% chance per day that a thick, blinding blanket of hot steam erupts from the Singularity Steam Engine, effectively functioning as *fog cloud* (CL 20th), which extends to cover a few kilometers from the Surreality Steam Engine. This percentage resets to 5% after a release.

- While the steam cloud is present, reality fluxes like molten plastic. Not only do random *torii* to the Tatakama and Black Else open, portals to other times, and realities (including different Otherverse Games campaign settings) open. Literally anything can fall through a rift in space-time.

- Players are given an opportunity to radically re-design their characters. Here's a chance to change your race, class choices, feat decisions or anything else your gamemaster will let you get away with.

SO, WHO BUILT THIS THING ANYWAY?

It's the size of three football fields and weighs ten million tons, and it seemingly arrived in town over the course of a month. The tech doesn't look like anything else on Earth or in the Tatakama. The purpose is unknown and enigmatic. So, who built the goddamn thing anyway?

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THE AMAKAZE?

Perhaps one of the Amakaze factions built the Surreality Steam Engines to steam-clean the imperfections of human consciousness, to make mortal humanity more tractable and easily manipulated.

Maybe *Ten Ryu* is trying to steam-clean away the sexual inhibitions of young girls and give birth to an entire planetary generation of Junior Idol sluts? Maybe the *Ubume Empress'* faction trying to steam-clean the very notion of free will and free choice? Maybe the *Twelve Golden* trying to steam clean unprofitable ideas like honor, charity and compassion for lesser beings? If that's the case, how many steam ventings will it take to do the job, and how much damage has the Surreality Steam Engine already inflicted on the human conscience?

PROJECT GILGAMESH?

What if the multi-national conspiracy without compare decided to start direct hand in shaping the next evolution of mankind, by using a combination of Surreality Steam Engines spaced precisely throughout the Japanese archipelago and power tapped from Great Genbu's slumbering corpse? It's not steam being vented a few times each month: it's the hot breath of Great Genbu himself. What is that hot breath doing to mankind? Nobody's sure, but flashes of hothouse violence both domestic and streetcorner flare up in the wake of each vent. And creatures with the silver/black sheen of the Genbu's scales are seen prowling the hot fog.

And has anybody noticed that the fearsome GILGAMESH Avengers move just a little faster, seem a little bit happier in the rare moments after a steam venting?

THE T-2 RIVER TECH-NERDS

Probably the least likely suspects, but certainly an interesting possibility.
What if *Doc Hitori* and her fellow Akaname techno-mages are playing a long-game of their own- sketching out their design for post-humanity? What if Doc Hitori thinks the ultimate shape of the humanity is her own Akaname race? An undead, immortal species with vast physical gifts and no requirement for food, atmosphere or sleep, andneed to prey on any species, aside from compulsion-fetishes that are more endearing quirks than eternal curses? Sure, Goryohime might be prettier, but by the numbers the chance as rising as Goryohime is inestimably smaller.

The mysterious white steam released by the Surreality Steam Engine is the moist, warm steam of a hot sauna, a perfect evolutionary harbinger for a race obsessed with the bathroom. Many of the seemingly random mutations and reality warps in the wake of a steam venting have a scatological component: toilet humor writ on a cosmic scale.

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Appendix 1: Haunts of Black Japan

Black Japan is a ghost-haunted land. Supernatural evil and unquiet spirits lurk in unexpected places and prey on the unwary. These are a few of Black Japan's haunts, which can be placed virtually anywhere you desire in the campaign.

THE HAUNTS

1. Apartment That Has Become a Coffin (Forbid Action) (CR 5)
2. Black Milking (Enervation) (CR 5)
3. Blood Pachinko (Chill Touch) (CR 4)
4. Child Skinning Machine (Crucifixion) (CR 8)
5. Demon City (Pervert Hell) (CR 6)
6. Disemboweling Waters (Kappa's Obscene Kiss) (CR 6)
7. Kuchisake-Onna Apparition (Phantasmal Killer) (CR 4)
8. Mariko Aoki Phenomenon (Vacate Bowels) (CR 3)
9. Maze of the Neon Streets (Confusion) (CR 7)
10. Sad Song of a Dead Celebrity (Mass Suffocation) (CR 11)
11. Suicide's Tub (Vampiric Touch) (CR 5)
12. TBMS Gas Chamber (Cloudkill) (CR 7)
13. Tsundoku (Lesser Geas) (CR 7)

APARTMENT THAT HAS BECOME A COFFIN

Forbid Action - CR 5

These haunts are common in cheap apartment blocks, particularly older and poorly maintained dwellings. These subtle haunts feed on loneliness and turn social anxiety into a prison. These haunts are particularly dangerous to both the elderly and otaku, or anyone without a strong connection to the world outside their own four walls.

XP: 1,600

Alignment and Area: This Persistent NE haunt affects up to five 5 ft squares (each the square occupied by the main door of a dwelling) spread throughout an apartment block or tower, which can house hundreds of tenets. Effectively the entire building is haunted, but the haunt has only enough spiritual power to affect five doors each day, which are chosen randomly by the haunt each dawn. The haunt would rather torment large numbers of victims than concentrate its power and kill one or two.

Caster Level: 5th

Notice: Perception DC 32 to notice that the paint on a door currently affected by the haunt seems faded or stained, or that the lock seems to stick, just a little.

HP: 23

Trigger: When a character approaches the haunted door from inside the dwelling; characters can approach the haunted door from outside, and even enter, but are not harmed in any way by the haunt until they try to leave.

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Reset: 1 minute (The Haunt moves to a new doorway in the complex each sunrise.)
Effect: The haunt casts forbid action on any one attempting to leave the apartment. Those affected feel a wave of fear and anxiety, and are forbidden from leaving the apartment by that door. Characters with the Otaku cultural template suffer a -2 penalty on their saving throw against this haunt.
Destruction: The entry way or main courtyard of apartment building must be *blessed* by a Buddhist or Shinto cleric, and a few drops of holy water must be splashed on every door in the dwelling. (It takes one bottle of holy water to cover 1d6 doors, which can make it difficult to cleanse a particularly large apartment complex).

BLACK MILKING

Enervation - CR 5
Far more of Black Japan's beef and milk comes from specially bred cattle-girls than the mundane populace realizes. Especially in the Mie Prefecture, the exploitation of cow Anthros forms the backbone of the local economy. Unless milking and butchering equipment is specially washed and blessed by a Buddhist cleric, it can become haunted.

Black Milking Haunts are old, dusty and broken milking equipment and farm tools. The dim spirits within animate the old rubber tubing and nipple vacuums to suck the milk- and the life- out of their prey.
XP: 1,600
Alignment and Area: This persistent CE haunt only occupies a single 5 ft square of discarded or recycled milking equipment.
Caster Level: 5th
Notice: Perception DC 20 to notice the old tubing writhing and dripping a slow trickle of ectoplasmic milk.
HP: 23
Weaknesses: Black Milking Haunts are triggered by touch.
Trigger: When the haunted milking equipment is handled.
Reset: One hour
Effect: A single target within 50 ft is affected by *Enervation* (DC 16). Cattle-like Anthros suffer a -4 penalty on their save, and lose one additional level if affected by the trap. If the Haunt drains 3 or more levels from a cow Anthro, it resets automatically, making this Haunt especially dangerous to those it once served.
Destruction: The milking equipment must be cleaned with 1d4+1 vials of holy water and *blessed* by a Buddhist divine spellcaster. Doing so exorcises the Haunt.

BLOOD PACHINKO

Chill Touch - CR 4
Blood Pachinko haunts prey on the elderly, playing away their pensions in badly lit corners of the seedier, smokier pachinko parlors. Clotted blood drips slowly from the pay out slot like rust. Withered corpses mindlessly jerk the handles, moving like damned puppets.
XP: 1,200
Alignment and Area: This Persistent, LE Haunt possesses four pachinko machines adjacent to each other. Each individual pachinko machine occupies one 5 ft square.
Caster Level: 4th
Notice: Perception DC 25 to notice a crust of dried blood around the payout slots and on the rusty chrome handles.
HP: 18
Trigger: The haunted pachinko machine is played.
Reset: One minute
Effect: Each round the haunted pachinko machine is played, the player suffers 1d6 HP damage and 1 STR damage (FORT DC 15 negates). Players reduced to 0 STR go limp and are jerked and twisted by the pachinko machine's handles and buttons, as the machine plays them. Victims in the Middle Aged category suffer a -2 penalty on their save, Old characters suffer a -4 penalty and Venerable characters suffer a -8 penalty. Each round the victim must also succeed at a DC WILL 15 Save to willingly let go of the handle.

The Blood Pachinko haunt can simultaneously affect up to four victims, if all four seats are filled.

Destruction: Winnings from the haunted pachinko machine worth at least 1,000 gp/DC 18 must be donated to an orphanage or other charity that benefits children. Alternatively, a child of 11 years old or younger or an elder human older than 90 years must have their throat slit and have the blood drip into the haunted machines. Any of these three possibilities can end this haunt forever.

CHILD-SKINNING MACHINE

Crucifixion – CR 8
The consensus in Japan's occult community is these haunts are engineered- weaponized curses sent out randomly to kill children and cause misery. The fact these haunts manifest in seemingly random abandoned buildings, rather than sites of previous tragedies or occult battles, lends credence to this theory. The rumor is that Amakaze necromancers engineered these dark haunts, possibly for the sheer joy of slaughtering the innocent without fear of reprisal, but more likely to harvest the skin and soul-stuff of a murdered pre-teen.

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When the Child Skinning Machine haunt activates, it conjures a hellish machine from shadow. This machine is every bit as high tech and purpose-built as an arc-welder on the Mitsubishi assembly line. Within the machine's gripping tendrils, a captive child is held cruciform off the ground, as lasers slice away their clothing and neatly skin them, while smaller articulated arms scrape away fat and muscle….

XP: 4,800

Alignment and Area: This CE haunt occupies a 40 ft area of an abandoned building or closed business- somewhere local kids would go to play or commit mischief.

Caster Level: 11th

Notice: Perception DC 21 to notice shadows that take the form of cruel machines briefly, or the sudden sharp sound of a child's scream, abruptly cut off before you are even consciously aware of what you heard.

HP: 16

Trigger: When any creature in the Child age category or younger enters the haunt's area.

Reset: 1 hour

Effect: The haunt casts Crucifixion on the child. If multiple children are present, the Haunt attacks the child with the highest CHA or CON scores.

Destruction: A child slain by this haunt must be returned to life via divine magic, and the spellcaster must speak his or her name to the haunt. Sheer rage destroys the Haunt.

DEMON CITY

Pervert Hell - CR 6

This haunt is created by occult rape, imbuing the dirt and sidewalks, the store front glass and onsen walls, the buildings and the parked cars, the trees and the dirty sky with violent lust. When a beautiful victim enters the demon city, inanimate objects take on a sinister cast, and the victim's violation becomes inevitable…..

XP: 2,400

Alignment and Area: This CE haunt occupies a 10 ft by 30 ft stretch of street, usually a narrow alleyway between buildings.

Caster Level: 6th

Notice: Perception DC 22 to notice the demonic changes occurring to inanimate objects and scenery in the area, as shadows lengthen and phallic objects become spikey and threatening.

HP: 12

Weaknesses: The Haunt can be damaged physically by a Chaste archetype monk.

Trigger: When a humanoid creature with CHA 18+ enters the area. This haunt only preys on the beautiful.

Reset: One day

Effect: The Demon City creates a Pervert Hell, which lasts 6 rounds (30 seconds). This Pervert Hell has an area of 100 ft, which is centered upon the Haunt. Thus, it can warp the terrain in an area far larger than the haunt itself.

Destruction: The Demon City Haunt can be physically

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destroyed by a Chaste archetype Monk who uses Flurry of Blows to destroy an object that is the 'heart' of the haunt. The heart is an object at the exact center of the heart, often a street sign, lamp post, billboard or something similar. It becomes the center of a bloody web that connects the Haunt to the Pervert Hell, and is instantly recognizable as such when the Haunt is active.

DISEMBOWELING WATERS

Kappa's Obscene Kiss - CR 6

If a Kappa dies in free-flowing water, its ravenous and cruel spirit bleeds into the waters, polluting them spiritually. Such waters are always clean and pristine- inviting swimmers and bathers to enjoy them. Occasionally though, a bather is sucked down into the water, spasming and screaming soundlessly into the water, as the hungry spirit of the Kappa slides into their asshole and devours their guts from within.

XP: 2,400

Alignment and Area: This CE Haunt occupies a 30 ft stretch of free-flowing water- a small stretch of river, a few square meters of beach front, or the pool beneath a waterfall or forming part of a natural onsen.

Caster Level: 6th

Notice: Perception or Knowledge (religion) DC 25 to notice a vague, amorphous dark shape sliding through the water near bathers, resembling a submerged Kappa swimming.

HP: 12

Weaknesses: A fresh cucumber (whole or sliced) tossed into the waters near the haunt prevents the haunt from triggering for 1d3 days.

Trigger: Anytime a humanoid creature swims or bathes in the waters, there is a 10% chance the haunt will activate.

Reset: 1 week

Effect: The Haunt casts *Kappa's Obscene Kiss* on a creature bathing or swimming in the water. The victim suffers a -2 penalty on their FORT Save against the spell if they are nude or dressed only in swimming trunks or a bathing suit.

Destruction: A living Kappa must be murdered by anal impalement within the Haunt's waters; alternatively, a human male must die in the same manner in the haunt. Less murderously, a virgin human female may break her hymen with a cucumber while bathing in the haunt to destroy it.

KUCHISAKE-ONNA APPARITION

Phantasmal Killer - CR 4

The spectral 'Kuchisake-Onna' or Slit Mouth Woman has been spotted throughout Japan, and is a grim urban legend among Japanese children. Initially a beautiful, well dressed Japanese woman in her early 50s, wearing a cold mask, appears to a child or drunken businessman staggering home alone. "Am I beautiful?" she asks, before pulling off her mask to reveal a horror beyond imagining, a mutilation so severe it stops the heart of anyone unfortunate enough to see it.

XP: 1,200

Alignment and Area: This persistent CE haunt occupies a 20-25 ft stretch of empty urban street or road.

Caster Level: 4th

Notice: Perception DC 22 to notice that the middle aged woman approaching you is not quite real, not quite solid.

HP: 8

Weaknesses: A potential victim can come up with a witty retort to the Slit Mouthed Woman's question with a DC 15 Bluff check. If this check is successful, the phantom woman stops and stares in obvious confusion, and does not activate for 1d4+1 rounds.

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Trigger: A victim hears the Slit Mouth Woman's question.
Reset: One day.
Effect: The Kuchisake-Onna Apparition casts Phantasmal Killer on the character who first interacted with the apparition. Characters in the Young Adult age category or younger, as well as any drunk character suffer a -2 penalty on their WILL Save to disbelieve the Phantasmal Killer. These penalties are cumulative.
Destruction: A beautiful woman died in a traffic accident or violent crime near the site of the haunt. Offerings and tributes (photos of her in life, make up, incense worth about 25 gp/DC 4) must be left at her funeral shrine to permanently end the haunt. Finding the woman whose death began the haunt may prove difficult, as the tragedy may have occurred years, even decades, prior to the haunting and records might have disappeared in the interim.

MARIKO AOKI PHENOMENON

Vacate Bowels - CR 3
Named for an otherwise obscure humorist who wrote about her rather embarrassing experiences in the early 1980s, the so-called "Mariko Aoki Phenomenon" is the sudden and nearly uncontrollable urge to defecate when browsing a bookstore. This haunt is especially common in book stores, manga shops, book-offs and newsstand frequented by Akaname customers. Like the undead it is closely related to, this haunt is embarrassing, more than a little gross, but mostly harmless.
XP: 800
Alignment and Area: This CN haunt occupies between 1-3 five ft squares worth of shelving in a bookstore. The haunt's area need not be continuous, and can often migrate to different squares within the shop or its restroom.
Caster Level: 3rd
Notice: Perception DC 16 to notice a faint smell like coffee beans, old ink on ancient paper or flatulence.
HP: 6
Weaknesses: Akaname are immune to this haunt.
Trigger: A living creature passes through the haunt's area while browsing the bookstore.
Reset: 1 minute
Effect: The haunt casts *Vacate Bowels* on a random person in its area. Each haunt has a specific gender that it will torment before other targets; there is a 50% chance that any given haunt prefers males or females.
Destruction: A Futakuchi, Kami or other outsider that does not defecate (or defecates only rarely) must spend 1d4 hours cleaning and sterilizing the area of the Haunt. Such meticulous cleaning destroys the haunt.

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MAZE OF THE NEON STREETS

Confusion - CR 7

Urban Japan can be an impenetrable maze of sidestreets and slender alleyways, lit by a thousand shades of cold neon bar signs and advertisements. The ghosts of the modern world sometimes twist paths, isolating travelers and driving them slowly insane.

XP: 3,200

Alignment and Area: This persistent CN haunt occupies a stretch of back alleyway 5 ft wide by 35 ft long.

Caster Level: 7th

Notice: Perception DC 22 to notice odd shadows cast by the street's neon, and obscene messages hidden in the kanji of storefront advertisements.

HP: 28

Weaknesses: This haunt only activates at night or in dim lighting conditions, such as on rainy, cloudy days. Daylight or similar spells suppress the trap.

Trigger: A non-Japanese character walks down the haunted alley.

Reset: One day.

Effect: When the haunt triggers, all non-Japanese characters within the alleyway are affected by *Confusion* (DC 17). Affected characters only act normally on a 01-10 on percentile dice. On a percentile dice roll of 11-25 they flee at best speed in a random direction instead- fliers are as likely to take to the air as to flee on foot.

Destruction: Every single piece of neon and glass in the alleyway must be destroyed. Standing placards and storefront advertisements must be kicked over or broken.

SAD SONG OF A DEAD CELEBRITY

Mass Suffocation - CR 11

When a celebrity dies young, their most stirring and beautiful songs can become curses. Such songs have the power to stop the listener's hearts, to paralyze their lungs with racking sobs that call them into beautiful death with the lost.

XP: 12,800

Alignment and Area: This Persistent, CN Haunt affects all creatures who are within a 30 ft radius of a television, radio or other electronic device playing a particular song.

Caster Level: 11th

Notice: Perception DC 22 to notice your chest getting tight, and your breath is coming harder, as the first notes of the sad song begin to play.

HP: 50

Weaknesses: If any Goryohime character is within the Haunts area of effect when the sad song begins to play, all living creatures within the Haunt's area of affect receive a bonus on their saving throw equal to the Goryohime's CHA modifier. If multiple Goryohime are present, use the highest CHA modifier of those present.

Trigger: When a particular song is played, the Haunt affects all creatures present.

Reset: 1 day. This haunt is unbound by geography, and can 'migrate' throughout Black Japan or the world, appearing wherever an electronic device is playing the sad song. However, it cannot cause deaths more than once a day, regardless of how many times, in how many places, the song is played.

Effect: When the sad song is played, all living creatures within the haunt's area of effect are afflicted as if by Mass Suffocation. The victims sob themselves to death, crying so painfully and intently they cannot draw in oxygen.

Destruction: An autographed recording of the dead musician's music must be left at their grave or any impromptu shrine to them. Alternatively, if the sad song is never again played or removed from circulation, the haunt is effectively nullified. However, while Black Tokyo's media community is well-aware of this phenomena, and might pull 'cursed' songs from their playlists, it's all but impossible to convince every member of the public to delete the cursed song from their media devices, and thus, the deaths may continue.

SUICIDE'S TUB

Vampiric Touch - CR 5

No matter how it is cleaned and sterilized a bathtub where a suicide opened his or her veins retains the dark karma of the act. Occasionally, the ghosts within the bathtub awaken, and a new body is found half submerged in the bloody water. Suicide Tubs are often found in old, slightly disreputable apartment towers or onsen hidden in out of the way corners of Black Japan.

XP: 1,600

Alignment and Area: This Persistent NE Haunt is contained within a single bathtub, which usually only occupies a single 5 ft square, though perhaps a larger tub or Jacuzzi might produce a larger, though no less deadly haunt.

Caster Level: 5th

Notice: Perception DC 18 to notice the thick tang of iron in the air, and dark brown stains near the waterline.

HP: 23 (but see below)

Trigger: A victim steps into the filled bathtub.

Reset: One day

Effect: Each round the victim remains in the tub, the haunt attacks him or her with Vampiric Touch, inflicting 5d6 damage. The victim must succeed at a DC 22 WILL Save to notice that their blood is leaking into the water and will not attempt to leave the tub on their own initiative until they succeed on this save. This effect is obvious to anyone else.

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The haunt gains HP from the Vampiric Touch effect normally, and there is no maximum to the amount of HP it can gain. Unlike a normal Vampiric Touch effect, the HP gain is permanent to the haunt- the grows dramatically stronger with each kill. Ancient haunts of this time might have dozens- even hundreds of HP! Once the gained HP is lost, it cannot be recovered when the haunt next reappears.

Destruction: The soul of the suicide who died in the tub must be appeased. Buddhist prayers and small sacrifices of food and incense must be made at the deceased's family shrine.

TBMS GAS CHAMBER

Cloudkill - CR 7

The Tokyo Bureau of Mythological Sanitation has its main gas chamber in Shinagawa, Tokyo, and ancillary chambers throughout Japan in regional offices. Before the foundation of the TBMS in the late 1970s, the Japanese military controlled the population of rogue cat-girls, using outdated military execution facilities.

Though the old gas chambers are long shuttered, the agonizing death of so many catgirls there have given the dingy walls a hunger for blood and death. Urban renewal crews and squatters have stumbled across old gas chambers and died for their misfortune. Even though the gas mains haven't pumped cyanide in decades, the old ghosts in the walls still use their own occult miasma to kill.

XP: 3,200

Alignment and Area: This CE haunt occupies an old tiled gas chamber

Caster Level: 7th

Notice: Perception DC 24 to notice the faint coughing sounds echoing in the empty room, or to notice the faint scent of burnt almonds. Members of the Nekomusume race or other feline species are never allowed a Perception check to notice the Haunt.

HP: 14

Trigger: When 3 or more living creatures or at least one Nekomusume enters the Haunt.

Reset: One hour

Effect: The Haunt casts *Cloudkill* (DC 16).

Destruction: A current, uniformed TBMS employee must be executed within the haunt, his blood splattered on all four walls to end the Haunt forever.

TSUNDOKU

Lesser Geas - CR 7

The Japanese word '*tsundoku'* has no exact English translation, but refers to the act of buying so many books or manga they pile up, unread, around your home. Haunts are created by death, but there are many degrees of death. Tsundoku haunts are created by the little death experienced by any otaku who gives up their love of fantasy, anime, art and escapism, and surrenders to the mundane world. Such haunts might spring up in office plazas, in grocery store check out lines, in physician's offices or in drab, lonely little apartments or the other places where maturity and adult responsibility are forms of surrender.

XP: 3,200

Alignment and Area: This LN Haunt occupies any area of 7 contiguous squares, which may be randomly encountered virtually anywhere in Black Japan.

Caster Level: 7th

Notice: Perception DC 30 to notice that random patterns in the area- smoke from a cigarette, the pattern of rain drops on glass, leaves in the trees or blotches on tile- form figures that look like popular anime and game characters, if you look at them right. Characters with at least 5 ranks in Knowledge (popular culture) receive a +5 insight bonus on their Perception check.

HP: 14

Weaknesses: Doujinishi cannot be affected by this haunt, but may trigger it.

Trigger: The Haunt triggers whenever a character of the Otaku caste, a Dounjinishi or a character wearing an article of clothing depicting an anime or video game character or concept enters the area.

Reset: 1 day

Effect: The Haunt casts *lesser geas* on the creature who triggered it (or on a random, adjacent character, if triggered by a Doujinishi). The character is compelled, by the geas, to spend all their available funds on book, manga, and other entertainment, such as DVDs or games. The character will do so until their accounts are mostly empty, their funds used up (though they will not take out loans or sell off possession to gain more money) or until the spell's duration expires.

Destruction: A character with the Otaku cultural template (or a Doujinishi) must introduce a young child to a geeky hobby at the site of the haunt to permanently destroy it.

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Gods and Philosophies of Black Japan			
Philosophy	Alignment	Domains (associated sub-domains)	Favored Weapon
Buddhism	LN Philosophy	Knowledge (memory), Law, Protection (purity), Repose (ancestors), War (tactics)	Either Improved Unarmed Strike or Defensive Combat Training
Shinto	N Philosophy	Community (home) plus any other Domain or subdomain.	Katana or quarterstaff
State Shinto (WWII)	LE Philosophy	Air (wind), Community (home), Destruction (rage), Glory (both), Sun (none), Strength (resolve), War (tactics)	T-38 Rifle
Buddhist Bosatsu	Alignment	Domains (associated sub-domains)	Favored Weapon
Amida Buddha	NG Lesser God	Healing (resurrection), Nobility (martyr), Protection (purity), Sun (light)	Tanto
Kannon	NG Greater Goddess	Charm (love), Community (family), Good, Healing (restoration)	Nagatana
Jizo	LG Lesser God	Protection (defense), Repose (souls), Strength (resolve), Water	Quarterstaff or Improved Unarmed Strike
Miro	LN Demigod	Knowledge (thought), Magic (divine), Nobility (leadership)	Quarterstaff
The Shichi Fukujin	NG Demigods	Animal (fur), Charm, Community (both), Luck (fate), Travel (trade)	Quarterstaff

Appendix II: The Philosophies and Gods of Black Japan

The majority of Black Japan's citizens are either practitioners of Shinto or Buddhism, and often both simultaneously. The two faiths have grown up together, and Japanese culture is influenced by both philosophies. Rituals of life. such as holidays and weddings are usually Shinto in origin, while rituals of death (funerals and exorcisms) are often Buddhist. These patron philosophies reflect Shinto and Buddhism as they are most often portrayed in anime and manga.

Shinto is an animistic religion, and practitioners pray to the *kami*- spirits of places and objects that inhabit every facet off the world. As a result, its Druids, Clerics and Oracles have a wide variety of powers, drawn from a wide array of spirits and gods. There is no 'one way' of Shinto…. All its believers experience it differently, though different sects will certainly have their own traditions.

Buddhism began in India, and spread throughout China and the Korean Peninsula before reaching Japan during the 6th Century CE. The chief principle of the faith is that practitioners can only reach enlightenment by meditation, self discipline, right thought and right action. Compassion towards others and freedom from materialism and excessive entanglement with the world are main virtues.

Rather than either philosophy, some Buddhists choose a particular *bosatsu* as their divine patron. Bosatsu are good, worthy souls who have reached enlightenment but delayed entering Nirvana to help mortals both spiritually and practically. Some of the most beloved *bosatsu* are described below. In life, some bosatsu were Chinese or Indian legendary figures, military heroes, saints or adventurers raised to a godlike state through service and enlightenment.

State Shinto was a short-lived nationalistic faith promoted by the Japanese government in the years leading up to World War II. This artificial corruption of Shinto traditions was used to justify Japanese militarism and the conquest of East Asia. The religion quickly fell out of favor during the American Occupation, but might still empower evil, nationalistic clerics and ultra-right sects.

Finally, though their worship has fallen out of favor among the wider Japanese populace, Black Japan's adventurers might worship any of the gods or demons commonly worshipped in the Tatakama. Of these, the Ubume Empress is more powerful, and more revered in the Earth Realm than in the Tatakama, making her far more dangerous to the Earth Realm than the otherworlds.

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AMIDA BUDDHA

The Golden Buddha of light and mercy, believers claim that merely reciting this all forgiving bosatsu's name at the moment of death can bring a soul to the Pure Land. Amida Buddha's statues are often found in Japanese homes….and a small golden stattuette of the Amida Buddha is found at the entrance to all Japanese execution chambers.

KANNON

Also known widely as *Kwannon,* she is the bosatsu of future mercy. One of the most beloved of all the Buddhist deities, Kannon protects women and heals the sick. Colorful stone statues of this goddess, depicting her in Chinese dress can be found in every city throughout Japan, even in the parking lots of some supermarkets and Happy Drugs.

JIZO

Jizo is a powerful, heroically built bosatsu, who rescues mortals from Hell, and protects children, both the living and the dead. He guides the souls of stillborn and aborted children, as well as interceding with the judges of hell on behalf of mortal sinners. Jizo is one of the most active bosatsu in the modern world. His worshippers fight the Ubume Empress and her horrors at every turn, even to the cost of their own lives.

MIRO

Miro is a future Buddha. He waits to be born as the next Buddha, an event that will occur nearly 6 million years in our future. Occasionally, glimpses of the future and its dangers are provided to today's heroes and saints.

The Shichi Fukujin

Though not necessarily bosatsu, the Shichi Fukujin, the Seven Lucky Gods of Good Fortune are often worshipped in Black Japan.These seven diverse gods, drawn equally from history, Shinto myth, Buddhist superstition, and Daoist magic, are among the most popular divinities worshipped in modern Japan, because of their good nature and helpful blessings. Merchants and business folk often keep a set of small statues depicting the Fukujin in their place of employment.

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The Gods of the Tatakama are presented in order of their relative power over the plane and its inhabitants.				
Deity	Alignment	Domains (associated sub-domains)	Favored Weapon	Portfolio
Tatehaya (Susano-Wo)	CN	Chaos, Darkness (night), Luck (curse), Trickery (thievery), Weather (storms)	Katana	Men of the Tatakama, thieves, trickery, night
Ryugen	LN	Air (wind), Law, Magic (arcane), Nobility (leadership), Weather (storms)	Longbow	Rain, storms, courtiers, nobility, law
Inari	CG	Chaos (azata), Community (home), Good, Liberation (revolution), Plant (growth)	Tanto (Short Sword)	Upsetting the social order, the poor, rice, charity, Kitsune and Akaname
Amanojaku	CE	Chaos (protean), Death (murder), Evil (demons), Madness (insanity), Water (oceans)	Trident	Demons and oni, evolution, viscous competition, savagery water, the Black Else.
The Kirin	NG	Animal (fur), Glory (honor), Good, Protection (defense), Strength (resolve)	Nagatana	Daughters of the Kirin, knights, nobility, justice
The Baku	NG	Animal (fur), Protection (purity), Strength (ferocity)	Great Club	Animals, protection of dreamers
The Celestial Courtier	LG	Knowledge (thought), Law(inevitable), Magic, Protection (purity)	None. Clerics receive Skill Focus as a bonus feat instead.	The Heavenly Court, duty, honor and law, Futakuchi
The Ubume Empress	LE	Community (family), Death (undead), Repose (souls), Water (ice)	Any one type of Firearm.	Demons and fears of pregnancy, women, suicide, Ubume.
The Byakko	CG	Animal (fur), Glory (heroism), Strength (resolve), War (blood)	Katana	Ronin, heroes, the Yakuza, anthros and animal-kin of all sorts.
Other Deity	Alignment	Domains (associated sub-domains)	Favored Weapon	Portfolio
Amaterasu	LG	Glory (honor), Good (archon), Nobility (leadership), Sun (day)	Spear	Protection of Japan and its citizens, the Japanese Imperial family, the sun

Appendix III: Gods of the Tatakama

The following gods, oni-lords and other mythic beings are worshipped across the Tatakama.

AMATERASU, HEAVEN SHINING GREAT GODDESS

Compared to her monstrous brother Tatehaya, Amaterasu is a goddess very much lacking a place. Though the Japanese royal family pays lip service homage to the Amaterasu as the divine ancestor of their bloodline, few Japanese devoutly worship this pagan sun goddess today. Unlike her brother, Amaterasu has remained in the Earth Realm- she is unknown and virtually powerless in the Tatakama, which is a world without sunlight and with little honor.

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Despite the fact she is dwindling into myth and folklore, Amaterasu still protects the world, especially Japan. She considers all Japanese her grandchildren, maintaining the promise she made to the first Emperors long ago. These days, she fights through intermediaries. She sent Inari to the Tatakama to battle her brother using tactics she herself would never be able to. Amaterasu has no grievance with the Buddhist priests whose rites supplanted her own worship- unlike many other gods, she is powerful beyond the concerns of politics. She often sends her Futakuchi and fox guardians to protect Buddhist heroes and adventures, including the devil hunters of the Ramat Sect.

Today Amaterasu appears to believers (and worthy allies) in dreams as an aged but still beautiful Japanese woman in a kimono of gold and ivory as bright as the summer sun. It almost hurts to look at her, and the warmth of her presence is tangible. Those who encounter the goddess in a dream wake deeply tanned.

TATEHAYA, THE IMPETUOUS MALE

Tatehaya was once a god of the Earth-realm, known as the impetuous Susano-wo, the second brother of the sun goddess, Amaterasu. He was banished from Earth's heavens for his crimes against his sister and the other gods, crimes always spurred by power-lust, greed and jealousy. Banished far beyond the stars, Susano-wo eventually discovered the roots of the great universal tree, the pillar of reality upon which everything, even the realms of his hated sister, rested. Pissing against the Great Tree, his flood created the Tatakama.

The god once known as Susano-wo smirked cruelly, realizing that in his exile, he had finally proved his superiority (and the superiority of the male gender), by creating an entire reality, complete with men, gods, stones and animals. Taking the new title Tatehaya, the impetuous, jealous god became took his place at the head of a pantheon of his own devising. All those who live within the Tatakama pay Tatehaya homage, knowing their creator is a jealous god, and though he has somewhat mellowed throughout the

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years, still retains an impetuous temper. Storms and floods are expressions of his displeasure.

Tatehaya appears as a massive male samurai in fine blue and black armor, the color of the Earth-realm's sky just before a storm. His hair is worn long, black as night, and his mustache is a spectacular fan of ebony hair. He carries the first katana, Kusanagi (Grasscutter), which flashes like lightning and can slice through anything.

For all his power and bluster, Tatehaya is a somewhat unworthy creator. His Tatakama is just a distorted shadow of the Earth realm, and his 'innovations' are usually reserved for horrific monsters drawn from his jealous fantasies. He rarely bothers to appear to worshippers, but may appear in either the Tatakama or the Earth-realm to take, by force, a woman who has inflamed his lust.

RYUGEN, DRAGON OF HEAVEN

Ryugen is Tatehaya's chief servant and the only advisor the arrogant storm lord ever listens to, even if he does so too rarely for Ryugen's taste. Ryugen was kidnapped from the Earth-realm by Tatehaya soon after the Tatakama was creation, plied with wine and sacrifices and the promise of power, responsibility and purpose until he agreed to become Tatehaya's retainer.

Ryugen is the lord of the seas, of the rain and has been given command of storms. When Tatehaya demands that mortals be drowned for some slight, real or imagined, it is Ryugen's winds and rain that carry out the command. Despite this, Ryugen realizes that some humans can be useful. The Dragon of Heaven inspires wizards and scholars, and presented mankind with the Box of Immortality spell to keep his favorite wizards alive and vital a while longer. Of course, Ryugen is insufferably arrogant and dispassionate. He thinks nothing of killing thousands of 'worthless' souls, and only suffers the briefest pangs of conscience when disposing of useful tools.

Ryugen appears as a sinuous dragon of jade and azure, as long as the sky itself. Monsoon rains and hurricanes are harbingers of his presence.

INARI, GODDESS OF RICE

Inari willingly entered the Tatakama to provide a check on the unbridled ambitions of the impetuous Susano-Wo. Of all the Japanese deities, only Inari felt that the men and women of the Tatakama deserved a Creator better than the petty and violent storm lord. It took centuries, but Inari fought and fucked her way across the dimensional borders, losing much of herself in the process.

Inari is especially beloved by the common folk of the Tatakama, who see her as their protector and provider. Humble altars to Inari are usually found at the heart of most *burakumin* villages. The nobility pay Inari lipservice, and donate rice to the poor in her name, but actual worship of the Rice Goddess is cause for scandal among the Tatakama's royalty. Inari is an unconventional goddess, as impudent in her own way as her Divine Cousin, Susano-Wo. She often chooses thieves, outcasts and failed samurai as her agents, all the better to shock the nobility out of their selfish complacency.

Inari often chooses Akaname as her servants, as they are the lowest of the low, and also favors the Dodoma and Tanuki. However, her most beloved servants are Kitusne. All Kitsune consider Inari their 'Great Aunt', and obey her without question. Even the laziest and most cowardly fox-maiden can show shocking courage and purpose when on some errand for the Rice Goddess.

Inari appears as a battle-scarred Kitsune with milk white skin and long, straight hair like porcelain. She dresses all in red.

AMANOJAKU, LORD OF THE BLACK ELSE

The cruel Amanojaku is unquestioned lord of the Black Else. Some claim that the entire endless, hell-ocean is the demon lord's semen, and all its many demons, oni and other horrors are his bastard spawn. Amanojaku is both tempter and brutal despoiler, and his manipulation precipitated the confrontation that resulted in Susano-Wo's exile from his original pantheon. In that sense, then, Amanojaku is as much a creator of the Tatakama as Tatehaya. Amanojaku is said to be able to see through every shadow or thorough the eye of every vicious beast or humanoid rapist in the Tatakama, and knows many secrets of the place unknown to even Tatehaya.

Amanojaku appears as some unholy, black scaled crossbreed of monkey and deep sea angler fish. He is the lord of savage, unchecked evolution, and his home realm is a churning Darwinistic cauldron where only the most powerful oni survive long. In another reality, far

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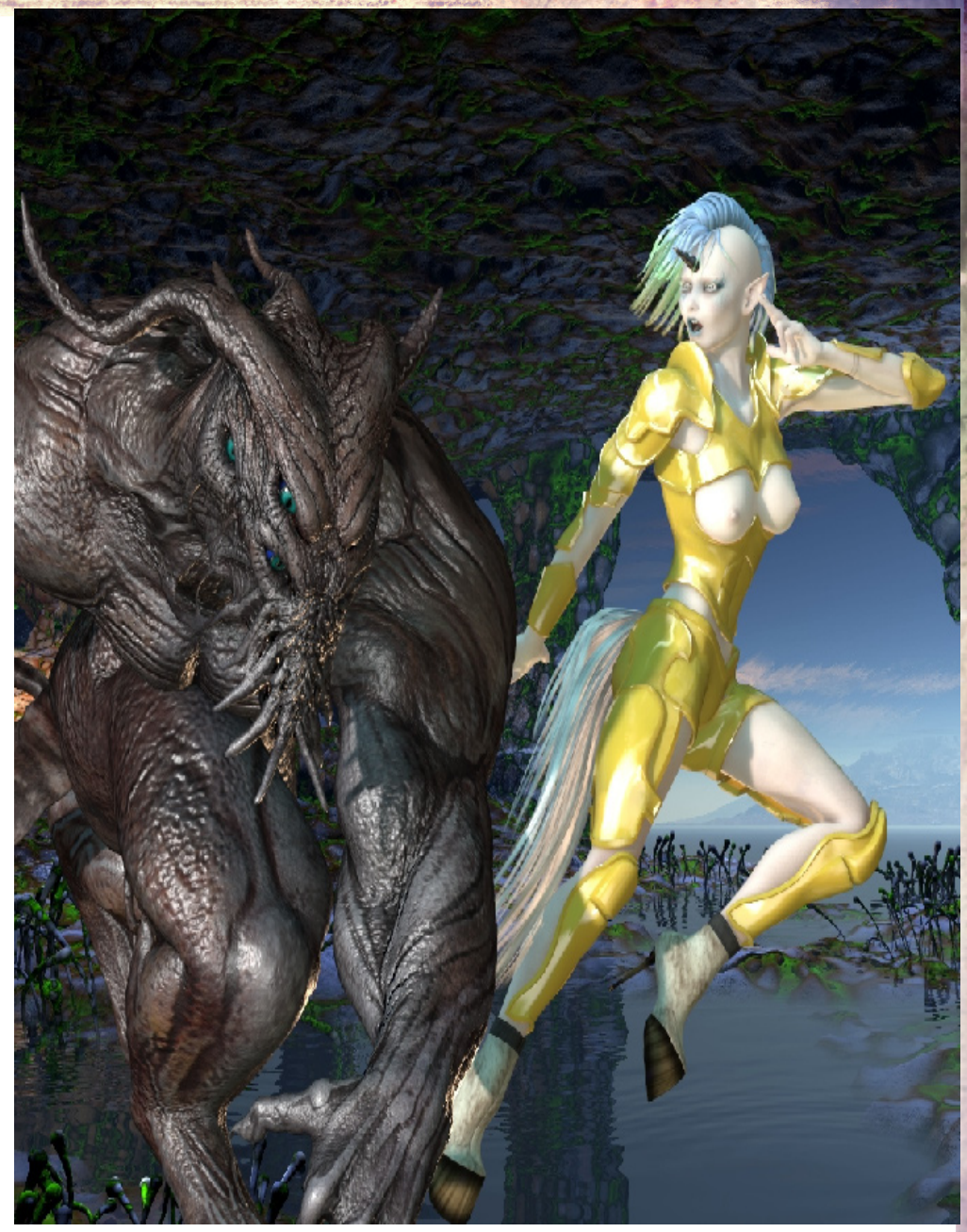
up the dimensional stream, he is known only as ***The Nemesis***. In this guise, Amanojaku has created many worlds of his own, all full of strange, invincible *oni* referred to as ***Lifespawn***.



THE KIRIN, BLESSED UNICORN OF THE EAST

Known as the Blessed Unicorn of the East, the Kirin wanders through the Tatakama and the Earth-realm at his leisure, serving the cause of good and fucking as many mares as time and chance allows. The Kirin spends much of his time in the Heavenly Court, trying vainly to convince the impetuous and arrogant Tatehaya to be a better ruler for his *oni*-haunted creation. When diplomacy fails, the Kirin leaves Heaven in search of oni lords to impale with his golden horn, or fight along side one of his many, many beloved Daughters.

The Kirin is well known to the common folk of the Tatakama, often glimpsed out of the corner of the eye, a flash of gold and ivory and wind. The Kirin, like his legendary and numerous Daughters are known as a defender of women, children and all good men. The Kirin has a habit of appearing at the coronation of kings, emperors and daimyo; he snorts and stamps to bless rulers who will rule well and wisely. If he doesn't slay cruel tyrants outright, he will lift his tail and defecate spectacularly before the assembled crowds, cursing the ruler to a short and tempestuous reign.

The Kirin's form is a massive unicorn, fully 10 ft tall at the haunches, clothed in glistening golden scales and smooth ivory that resembles the finest barding ever imagined by a cavalry smith. His singular horn is a massive, curved scimitar made from gleaming, jeweled gold. Normally three feet long, this horn can grow as long as a lightning bolt when the Kirin fights. The Kirin is normally accompanied in his wanderings by a small harem of his fittest, fastest and most beloved Daughters and grand-Daughters.

THE BAKU, EATER OF BAD DREAMS

The Baku is the Kirin's cosmic sidekick, a jolly but rather inept little god the Kirin found who knows where. The Baku is the Kirin's most loyal friend, and constantly strives to live up to his hero' exploits. Though he usually fails, the Baku keeps trying. The Baku has no schemes or great cosmic agenda; he is too simple and direct a god for that.

The Baku is an ungainly and fantastical cross-breed of elephant, tiger and monkey. He is plump and slow, though impossibly strong. He protects children and sleepers from *oni.* The Baku hunts other nocturnal threats, from night hags to vampires, and savages bad dreams with his mighty trunk and silvery tusks.

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THE UBUME EMPRESS

The Ubume Empress was once a mortal woman upon one of the many Earths hung somewhere in the Great Universal Tree's branches. She died in quilt over a lost child, with so much hate in her heart for those who took her child that she could not rest. Her broken soul drifted into the Great Tree's branches and was drawn by great spiritual gravity into the Black Else. The ghost splashed down, and in the depths of the black ocean, she somehow rose from pitiful victim to elder *oni* lady.

Now, the Ubume Empress is mistress of the race that bears her name, and she is the dark mother of all demons of childbirth, infanticide and pregnancy. *Aswang* sing her praises in their cackling calls, *jizo* dream of her cold embrace, and mortal women leave bowls of rice on her altars in hopes that no *oni* will steal their pregnancy from them.

The Ubume Empress manifests as a blond *gajin* woman, the top of her head blasted apart by some cruel wound that has never stopped bleeding. She dresses in purple and ebony finery, and is trailed by a retinue of ghostly servants. These skeletal guard is connected to the Ubume Empress by rotted umbilical cords that trail from beneath her bloodsplattered pussy.

THE CELESTIAL COURTIER

The Celestial Courtier is the revered head of the Heavenly Bureaucracy, a wise and all-seeing if somewhat harried goddess. She dispatches the agents of heaven on their missions. Every Kami and Futakuchi walking the fields of the Tatakama had their divine passport stamped by the Celestial Courtier…most of them even ended up in the right century, pursuing the right mission.

The Celestial Courtier is tasked with keeping Heaven, the Tatakama and the Earth Realm running smoothly-fortunately, the Black Else is out of her jurisdiction. She receives very little worship, and most mortals don't realize she even exists, a fact for which the Celestial Courtier is eternally grateful. If she were more popular, she'd have to answer prayers, provide clerics spells and defend the virtue of her paladins, and she's got too much to do as it is….. now, what century did she send Lady Rika to?

The Celestial Courtier appears as a small Futakuchi female with a constantly frazzled appearance. She carries dozens of scrolls, oyafuda and prayer wheels, and such articles are constantly spilling out of her arms. Her long hair is constantly tangled and messy, and changes colors often.

BYAKKO, WHITE TIGER OF THE WEST

The Byakko is a crude and direct god, a kind of cosmic ronin who fights and fucks his way across the multiverse. His adventures are many and ledgendary; any old time tavern drunk or samurai-worshipping boy can recite dozens of tales of the Byakko's audacity. The Byakko enjoys fighting against tyrants and dark powers, and will often take mortal form to fight at the side of some courageous human battling against impossible odds. The Byakko fights on behalf of the poor, the downtrodden, animal-folk of all kinds. Many Yakuza clans in the Tatakama have adopted the freewheeling Byakko as a patron.

The Byakko appears as a heroic giant of a man, dressed in the finest samurai armor, with the head of a white tiger and a striped pelt. He has battled often with the Tatehaya, always losing to the superior swordsman, but relishes another battle. It is said that the worst storms that rage across the Tatakama occur when the Byakko scores a solid blow with his katana against the Storm Lord.

Appendix IV: Minor Oni Lords of the Black Else

These powerful oni-lords are effectively demi-gods (while the most powerful are minor deities), not as powerful as the true masters of the Black Else, but still forces to be feared. The men of the Tatakama do not worship such beings, do not placate them, and few even know their names. There is a superstitious dread of these beings, a quite justified terror of even speaking the name of an *oni* lord.

ASHIARAIYASHIKI

Ashiaraiyashiki is a gigantic Ironclub monster, standing fully twenty feet tall and weighing more than a bull elephant. This sadistic behemoth is as cruel as he is lazy. He often appears in the Tatakama to seize some remote onsen, forcing mortals to bathe him or act out his cruel sexual fantasies before crushing them to death with his great adamantine *tetsubo*, Mountain Spine.

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Minor Oni Lords of the Black Else				
Minor Oni Lord	Alignment	Domains (associated sub-domains)	Favored Weapon	Portfolio
Ashiaraiyashiki	CE	Destruction (rage), Strength (ferocity)	Tetsubo	Rape, pillage, and violence, Iron Club Oni
Daidarabocchi	CE	Destruction (catastrophe), Luck (curse), Water (oceans)	Warhammer	Earthquakes, tsunami, Namazu
Gashadokuro	LE	Death (undead), War (tactics)	Katana	Military commanders, warfare, undeath
Itsumaden	N	Air (wind), Animal (feather), Destruction (catastrophe)	Great Flail	Storms, predatory birds, revolution and destruction of nations
Momonjii	LE	Evil (devil), Repose (ancestors) Trickery (thievery)	Dagger	The elderly, fear of death, selfishness
Nue the Formless	CN	Chaos (protean), Charm (lust), Darkness (night)	Net	Nightmares, infidelity, lust, doubt, hybrid creatures
Nurarihyon	LE	Evil (devil), Trickery (deception), War (blood)	Katana	Warfare, murder, betrayal
Yamata-no-Orochi	CE	Destruction (both), Evil (demon), Strength (ferocity)	Katana	Destruction of the entire multiverse.

DAIDARABOCCHI, LORD OF EARTHQUAKES

Daidarabocchi was once a true god in the Earth-realm, but he was exiled into the darkness beyond the stars for his unceasing hostility towards human life. Eventually, Daidarabocchi found his way into the seas of the Black Else. This serpentine, piscian horror is responsible for great quakes that level cities and kill thousands, and is the patron of the destructive Namazu race *(Furosna IV: Fur of the Yokai, Otherverse Games, 2012).*

GASHADOKURO, MASTER OF THE UNBURIED DEAD

Gashadokuro is the war-general of the Black Else. He plots, and schemes and designs unbreakable tactical formations that assure victory, but only at the cost of millions of mortal lives. The emotionless, skeletal samurai is attended by an entire army of bone knights and skeletal archers, and considers all unburied dead to be soldiers in the Black Else's endless legions.

ITSUMADEN

Itsumaden is a goliath vulture whose lice-flecked black wings span the horizon. It typically soars over the Black Else, snatching up gigantic devil-whales for its meal. Occasionally though, the Itsumaden appears in the Tatakama, where it devours corrupt nobility and makes a stinking nest of their ruined palaces.

MOMONJII

Momonjii is the spirit of death; he appears to all mortals several times as they age, appearing at 'every fork upon life's road.' He urges the old and the sick to cling to life at all costs, selfishly stealing from the young to prolong their own miserable existences. He taught mortal sorcerers many forms of life-theft, and across the dimensional border, he is the patron of Black Japan's *Amakaze.* This selfish, cunning trickster is a favorite catspaw of the Ubume Empress.

NUE THE FORMLESS

Nue is a formless demon of evershifting forms, who appears in nightmares as a hybrid of a thousand different beasts. She plagues leaders with doubt and self-loathing, and sends dark dreams to ruin the course of nations. She loves nothing better than tempting heroes and ruining friendships with lust stoked by disrurbing wet-dreams.

NURARIHYON, SUPREME COMMANDER OF THE YOKAI

Nurarihyon is a disloyal but talented commander in the Black Else's armies. He dresses in black samurari armor, but in his heart, is as scheming and dishonorable as any Yakuza. He uses his vast gang of yokai, demons and twisted mortals to carry out Amanojaku and Gashadokuro's orders, but always in ways that increase his own personal power and influence.

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YAMATA-NO-OROCHI

Yamata-no-Orochi is the eight-headed hydra god of primal Japan. Once, Susano-Wo (before he became Tatehaya) claimed he killed the great beast, but he lied, as he always does. Instead, Tatehaya chained Yamata-no-Orochi to the base of the Great Universal Tree, where it gnaws continually at the roots of reality. Tatehaya uses Yamata-no-Orochi as his ulitmate threat and weapon- a god-killing WMD that he will only ever unchain if all his great schems go awry. What Tatehaya does not know is that Amanojaku has his own keys to the locks restraining Yamata-no-Orochi, and may unleash the Cosmic Hydra at any time, for any reason, or no reason at all….

Appendix V: Portentous, Ominous and Spoiler-Free

Anime fans are well familiar with the melodramatic previews of the upcoming adventure that plays at the end of any given episode. A dramatic voice hints at the twists and turns the serialized story will take, providing just enough information to seduce the viewer into watching another episode.

This random chart allows you to quickly script an intriguing summary of your next Black Tokyo game session, perfect if you want some inspiration for an upcoming adventure.

First Sentence: A [adjective] [character] [action].

Second Sentence: [Poetic Statement], [Ominous Warning].

Third Sentence: Next time, on Black Tokyo episode XX: [Poetic Title I] [Linking Phrase] [Poetic Title II] !

D20	Adjective	Character	Action
1	Vulgar	Fallen Samurai	Seeks enlightenment in an unlikely place.
2	Courageous	Goryohime	Prepares for death.
3	Broken	Android	Is reborn into a new state.
4	Desperate	Man	Opens a long forgotten door.
5	Lustful	Woman	Glimpses the Tatakama for the first time.
6	Lonely	Child	Finally claims a chance at vengeance.
7	Enraged	Traveler from the otherworld	Gives into dark impulses.
8	Lovestruck	Lord of the Black Else	Abandons friends and obligations.
9	Jealous	Homeless and forgotten man	Runs from the future and abandons the past.
10	Reborn	Murderer	Is lost to the darkness of the Black Else.
11	Repentant	Unborn ghost	Is hunted by threats more dangerous than any ever faced before.
12	Pious	Kitsune	Dreams of the dangling nooses beneath the Great Tree.
13	Confused	Idol	Is reduced to screams of agony.
14	Dying	Slave	Finds redemption at long last.
15	Awakening	Cannibal	Returns home at long last.
16	Wandering	Pawn	Leads a desperate assault.
17	Impoverished	Child of the Black Else	Uncovers a secret that will kill at least one good friend.
18	Broken-hearted	Potential Bosatsu	Finally confesses a long-ago sin.
19	Amnesiac	Oni like none seen before	Devours innocent flesh.
20	Famous	Flesh trader	Sings a song of perfect beauty.

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D20	Poetic Statement	Ominous Warning
1	A day of pleasure,	,as the demons feast.
2	While heroes rest,	,a child is defiled forever.
3	The cherry blossoms drift on the spring wind,	,while Tokyo burns.
4	An unlikely princess emerges from the darkness,	,as a lover long dead rises from the grave as a servant of Hell.
5	A cold wind blows,	,and a dragon is enraged beyond all reason.
6	Love burns bright,	,as a sea of blood rises to drown the world.
7	Equals duel one another,	,as an endless night shrouds the Earth.
8	A sacred mission is finally discharged,	,as a mentor dies in the arms of their only surviving student.
9	An old wound finally closes,	,and the world quakes as a demon-prince wakes from its eternal slumber.
10	Hope is reborn,	,as the clouds of final battle gathers.
11	A desperate battle begins,	,as Earth and the Tatakama become one.
12	Old hatreds are put aside,	,as the only weapon that can save the Earth is lost forever.
13	Savage training continues,	,and unnoticed by everyone, the world comes to an end.
14	New love blossoms,	,as the leaves fall from the Great Tree, and the final autumn commences.
15	A new life begins,	,as the sky burns black.
16	One life ends,	,while the enemy moves one step closer to absolute triumph.
17	An ancient mystery is solved,	,when the sun fails to rise today.
18	A revolutionary weapon is unveiled,	,as hope dies on a Nagasaki operating table.
19	A new hero is recruited,	,while the demons wager on who will survive the longest.
20	The dawn finally breaks,	,as war engulfs Asia.

2D8	Poetic Title	Linking Phrase	Poetic Title II
2	Flowers	Of	Edo
3	Centipedes	Of	Evening
4	Episode	And	The Witches
5	Exorcism	And	The Wolves
6	Dreams	Against	Morning Sunlight
7	Music	Against	Darkness
8	Three Women	Of	Mystery
9	Blood	Of	Dark Wonders
10	Steel	And	Lust
11	Chrysanthemums	And	Fires of the Night
12	Feathers	Within	Heaven and Earth
13	Remembrances	Without	Sin
14	Secrets	Between	Nightmares
15	Memento	Inside	Secrets
16	Cats and Foxes	Beyond	Sorrow

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"He loved Tokyo, but Tokyo would never love him back. It would see to all his needs, give him enormous liscense in exchange for even the smallest attempt at politeness, dazzle him with its beauty, exhaust him with its exquisite sexual pleasures. But he would always be a *gajin,* a foreinger, never have a family in a country where family was more important than anything."

- Lewis Shiner, "Zero Hour", *Wild Cards Volume IV, Aces Abroad*

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